METAL GEAR
METAL GEAR 2
SOLID SNAKE

SCREENPLAY BOOK

METAL GEAR

[Attention]
This Story Compendium was compiled using in-game story content that was still in development at the time,
so some content may differ from what actually appears in the game.
Any significant differences come with added notes that explain the change.
Additionally, please note that the compendium contains all of the story content within the game and therefore includes spoilers.
It is recommended that you finish the game before reading.

Section 1: Locate Gray Fox!

Building 1: 1F (Southwest)

Editor's Note: The floors (maps) of Building 1 have been roughly divided into four areas: northeast, northwest, southeast, and southwest.

Solid Snake swims underwater, arriving at the insertion point at Outer Heaven.

Snake receives a call from Big Boss.

BIG BOSS
This is Big Boss... Operation Intrude N313. Infiltrate the enemy's base Outer Heaven and destroy the ultimate weapon, Metal Gear!

BIG BOSS
Let's go over the details first. Make contact with Gray Fox, and find the location of the ultimate weapon, Metal Gear.

BIG BOSS
Let's use frequency 120.85 for all communications from now on. ...Over.

From the insertion point, Snake proceeds inside the base.

Big Boss contacts him again.

BIG BOSS
This is Big Boss... The mission is infiltration. Make sure that the enemy does not discover your whereabouts. ...Over.

Snake makes his way north.

He comes to an area with a row of trucks.

Snake radios Big Boss.

SNAKE
This is Solid Snake... Come in.

BIG BOSS
This is Big Boss... Outfit yourself with weapons and equipment from the enemy's trucks and armories! Pick up ammunition from guards! (Snake has gone in with only a pack of Cigarettes. All weapons and equipment must be procured on-site.)

BIG BOSS
You need a card to open the door. Look for the card. ...Over.

Snake procures some valuable items from the backs of the trucks: a Ration, Binoculars, and Card 1.

Building 1: 1F (Northwest)

Snake presses on to the northwest area of the floor.

Here he finds another row of parked trucks.

Snake loots these as well, adding a Handgun and Mines to his arsenal.

He makes his way to the west elevator.

Two enemy soldiers stand guard on either side of it.

Snake radios Big Boss.

BIG BOSS
This is Big Boss... Use the elevator to move from floor to floor. Remember where the elevators are. ...Over.

A voice calls out, relieving the guards from their posts.

RELIEF SOLDIER
Shift change!!

The guards walk off.

Snake hops on the unattended elevator before the soldiers' replacements show up.

He takes the elevator to the third floor.

Building 1: 3F (Northwest)

Snake gets off the elevator.

Two surveillance cameras are in operation.

Big Boss contacts Snake.

BIG BOSS
This is Big Boss... Watch out for the surveillance cameras. ...Over.

Taking advantage of the cameras' blind spots, Snake heads to the floor's southwest area.

·If player calls Big Boss while near the elevator

BIG BOSS
This is Big Boss... The Resistance should be there. Try and contact them over the radio. ...Over.

·If player calls frequency 120.79 while in this area

SCHNEIDER
This is Resistance Leader Schneider...

SCHNEIDER
I'll guide you around the inside of the base. Let's use frequency 120.79 to contact each other. ...Over.

Building 1: 3F (Southwest)

Snake enters the area, only to discover it's been flooded with gas.

Big Boss contacts him again.

BIG BOSS
This is Big Boss... I forgot to tell you.
You'll need a gas mask for the gas room.

BIG BOSS
Schneider, the leader of the Resistance,
should be able to tell you where to get a gas
mask. ...Over.

Snake then calls Schneider to find out what he knows.

SCHNEIDER
This is Resistance Leader Schneider... The
gas mask is on the first floor, to the south.
...Over.

Snake heads back to the first floor to get his hands on the Gas Mask.

Building 1: 1F (Southeast)

Snake has returned to the first floor.

He uses Card 1 to unlock a door in the southeast area.

Snake enters the room.

He sees the Gas Mask lying on a table in the back, but there's a guard nearby.

SLEEPING SOLDIER
Yawn! I'm sleepy!!

The guard falls asleep.

Before he wakes up, Snake grabs the Gas Mask and slips back out the room.

·If enough time elapses

The guard wakes back up.

SLEEPING SOLDIER
Fell asleep!

Building 1: 3F (Southwest)

Snake returns to the third floor of Building 1.

He puts on the Gas Mask and makes his way through the gas.

On the other side, he discovers security has gotten tighter—there's a guard as well as a surveillance camera here.

Snake evades both of them.

He takes out Card 1 again, using it to unlock a cell in the southwest, and heads inside.

Snake discovers Prisoner A.

He unties the prisoner, who then gives Snake some vital information.

PRISONER A
Thanks for saving me!

PRISONER A
The FOXHOUND member that infiltrated this base a few days ago is unharmed.

PRISONER A
They captured him.

Snake leaves the prisoner behind and continues the search for Gray Fox.

Entering a room to the east, he comes upon a trap in the form of a large rolling device.

Snake avoids the trap and picks up the Plastic Explosives in the back of the room.

He then continues further east.

Building 1: 3F (Southeast)

Snake comes to an area with a floor that has a high-voltage current running through it.

Snake receives another call from Big Boss.

BIG BOSS
This is Big Boss... I forgot to tell you. In order to turn off the juice, you'll have to destroy the electrical power panel.

BIG BOSS
You need an RC missile. Schneider, the leader of the Resistance, should be able to tell you where to get one. ...Over.

Snake radios Schneider again.

SCHNEIDER
This is Resistance Leader Schneider... The RC missiles are in the south west. ...Over.

Snake turns around and begins the search for the RC (Remote-Controlled) Missiles.

Avoiding another guard and more cameras, he stops by a different room and picks up Card 2 on the way.

Building 1: 3F (Southwest)

Snake uses Card 2 to unlock a room in the southwest part of the floor.

There, he acquires the RC Missiles.

Building 1: 3F (Southeast)

Snake returns to the area with the electrified floor.

He guides an RC Missile through the room, destroying the electrical panel.

The current stops.

Snake continues past the high-voltage area to the northeast section of the floor.

Building 1: 3F (Northeast)

Snake frees Prisoner B and receives information from him.

PRISONER B
Thank you for helping me! Diane from the Resistance will provide support on frequency 120.33.

PRISONER B
Diane should have a lot of information about the enemy.

Snake raises Diane on the frequency he was given.

Instead of Diane, however, an individual by the name of Steve answers.

STEVE
This is Steve... Diane? If I know Diane, she's gone shopping and won't have come back yet...

Snake leaves the cell and continues further north.

After dealing with more guards, he uses Card 2 to enter the room to the north.

Here he stumbles upon a Cardboard Box and takes it with him.

Building 1: 3F (Northwest)

Snake enters a room in the northwest area of the floor.

Inside, four soldiers ambush him.

Snake tries calling Diane for help again.

This time, she picks up.

DIANE
Hi, this is Diane... They have a Suppressor. ...Bye.

Snake takes out the soldiers and secures the Suppressor.

He then heads through a door on the east side of the room, coming to another room with a Grenade Launcher.

With this additional gear in his possession, Snake heads for the northeast section of the first floor.

Building 1: 1F (Northeast)

Snake takes the east elevator down to the first floor.

Continuing south, he arrives at an area with three surveillance cameras.

Snake contacts Big Boss.

BIG BOSS
This is Big Boss... You will need to use camouflage in exposed locations. For example, maybe there's something you can wear on your head... Over.

Snake pushes on, using the Cardboard Box to hide himself from the cameras.

He uses Card 2 again to enter a room to the east, where he acquires a Submachine Gun.

Snake also rescues Prisoner C nearby.

PRISONER C
Thank you for saving me!

PRISONER C
That member of FOXHOUND, Gray Fox...

PRISONER C
He's being held in a secret cell.

Snake radios Schneider to get more information.

SCHNEIDER
This is Resistance Leader Schneider... The secret cell? Sorry, I don't know... Over.

Snake leaves the cell.

He continues to search the base for clues as to the location of this secret cell.

Building 1: 1F (Southeast)

Snake heads south.

In a room on the west side of the passageway, he rescues Prisoner D.

PRISONER D
Thanks for helping me!

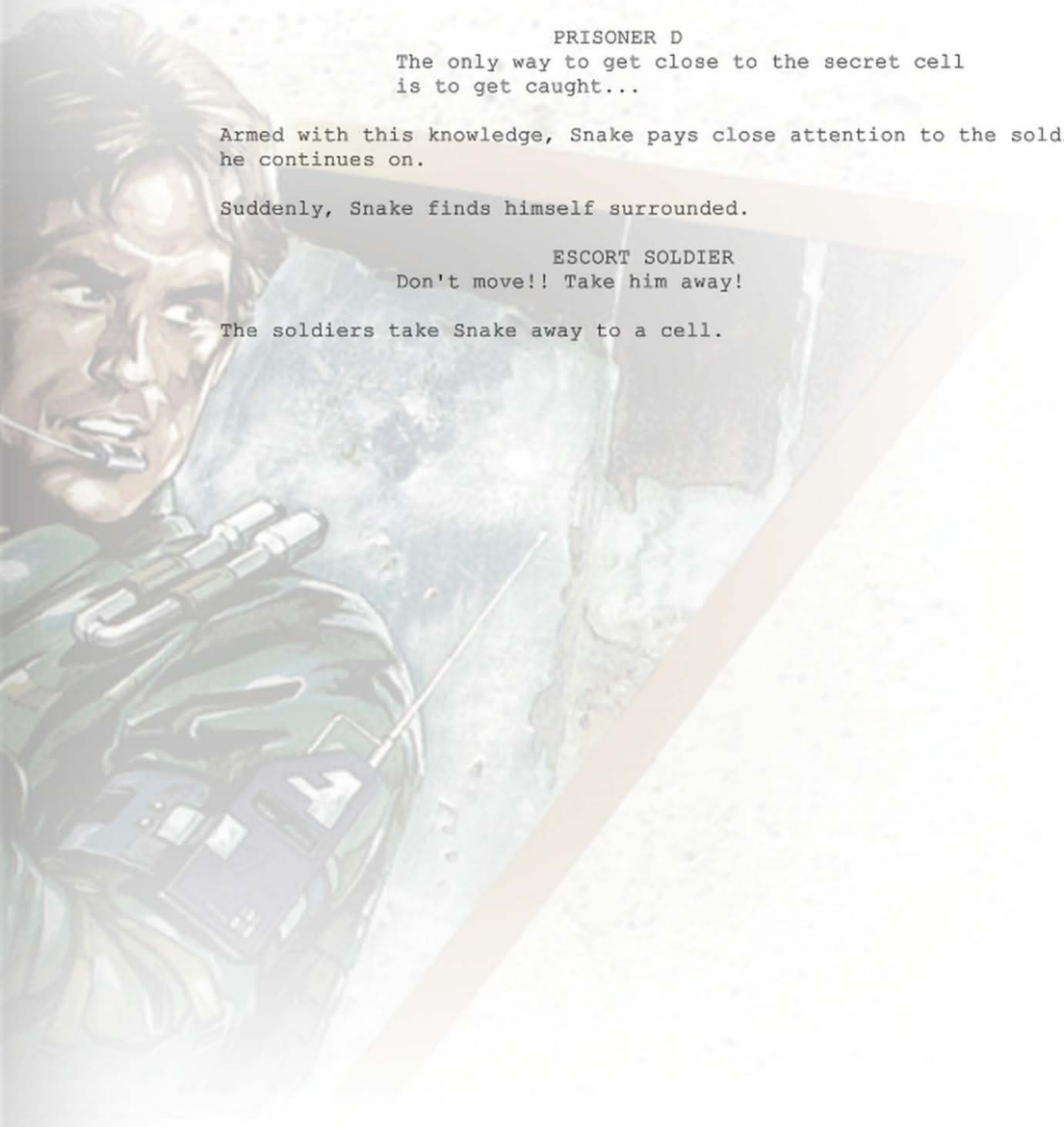
PRISONER D
The only way to get close to the secret cell is to get caught...

Armed with this knowledge, Snake pays close attention to the soldiers as he continues on.

Suddenly, Snake finds himself surrounded.

ESCORT SOLDIER
Don't move!! Take him away!

The soldiers take Snake away to a cell.



Section 2: Locate Dr. Madnar!

Building 1: B1F (Southwest)

The soldiers dump Snake in the cell.

He receives another call from Big Boss.

BIG BOSS
This is Big Boss... Infiltration accomplished. Find the cell where they're holding Gray Fox.

BIG BOSS
Check the walls!! ...Over.

Snake starts knocking on the walls.

The sound coming from the west wall is different from the other walls.

Snake keeps hitting the wall with his fist.

The wall soon collapses.

On the other side of the wall is another cell.

Being held here is none other than Gray Fox.

Snake unties him.

Gray Fox starts talking.

GRAY FOX
You made it, rookie. I'm Gray Fox.

GRAY FOX
Metal Gear is the ultimate weapon - an all-terrain, nuclear-equipped, walking battle tank.

GRAY FOX
When it's finished, a nuclear strike can be launched from anywhere on the planet.

GRAY FOX
We must do everything we can to destroy it before it's completed. There's only one way to destroy Metal Gear.

GRAY FOX
And the only person that knows how to do that, is Metal Gear's developer, Dr. Drago Pettrovich Madnar.

GRAY FOX
And he is held prisoner somewhere inside this building. Find Dr. Madnar!

Having rescued Gray Fox, Snake turns his attention to the search for Dr. Madnar.

He escapes the cell by punching through the south wall.

Snake then contacts Big Boss.

BIG BOSS
This is Big Boss... Recover your weapons and equipment and get out of there! (The enemy has confiscated all weapons and equipment Snake has obtained up to this point.)

BIG BOSS
They've got to be hidden in a room somewhere. Punch your way through! ...Over.

Snake presses on, looking for his weapons and equipment.

But he soon runs into Shotmaker, who guards these secret cells.

SHOT MAKER
I am the Shotmaker! No one has ever escaped from here!

Shotmaker fires his riot gun at Snake.

Dodging his attacks, Snake calls Diane for advice.

Once again, Steve answers instead.

STEVE
This is Steve... Diane? If I know Diane she'll be taking a shower right now...

Snake cuts transmission and searches for his gear while continuing to evade Shotmaker's assault.

He punches through the southeast section of the wall, discovering a small hidden room.

In it, Snake finds the weapons and equipment that were stolen from him.

He recovers them. (A pop-up window saying "Recovered your weapons and equipment!" appears.)

But something isn't right.

Snake radios Big Boss.

BIG BOSS
This is Big Boss... Inspect your equipment!!

BIG BOSS
Have you been bugged by the enemy? ...Over.

Snake discovers a Transmitter among his equipment. He destroys it. (If the player doesn't destroy it, they will be discovered every time they are in a room with an enemy soldier in it.)

Having recovered his weapons, Snake engages Shotmaker once more.

After a grueling battle, Snake is victorious.

He uses Card 2 to enter another small room at the southwest corner of the area, where he obtains Card 3 and Ammo.

Snake is ready to move on.

Building 1: B1F (Southeast)

Snake continues east.

He runs into some guard dogs, but manages to evade them.

Snake calls Schneider.

SCHNEIDER
This is Resistance Leader Schneider...

SCHNEIDER
Knock on the walls and listen for a difference in sound. That's where you should set your explosives. ...Over.

Snake knocks on the walls, eventually discovering a spot that sounds different.

He plants a Plastic Explosive in front of it and detonates it.

It blows a hole in the wall, revealing another secret room.

In it is an Enemy Uniform.

Snake picks up the uniform and takes a nearby elevator to the second floor.

Building 1: 2F (Northeast)

Snake arrives on the second floor.

Security here is tighter than previous areas—there are considerably more surveillance cameras and guards.

After some more tussles with guards, Snake reaches the southwest area of the floor.

Building 1: 2F (Southwest)

Snake rescues Prisoner E and hears what he has to say.

PRISONER E
Thank you for helping me!

PRISONER E
The only way to get into the inner courtyard is to parachute in from the roof.

Snake exits the cell and continues southwest.

He uses Card 3 to unlock another door. Inside this room he obtains the Infrared Goggles.

Building 1: 2F (Southeast)

Snake searches the east side of the second floor.

There are no soldiers here, but Snake notices some suspicious devices.

He contacts Big Boss.

BIG BOSS
This is Big Boss... I forgot to tell you. Watch out for the infrared sensors. You'll need infrared goggles. ...Over.

Snake puts on the Infrared Goggles, revealing a number of infrared beams coming from the devices. (If the player touches these red lines, soldiers will appear.)

He avoids the sensors as he makes his way south.

Building 1: 2F (Southeast)

In a room at the southernmost point of the floor, Snake discovers Prisoner F.

He unties him.

PRISONER E
Thanks for helping me! Dr. Madnar is being held in the cell located in the inner courtyard.

Snake now begins looking for this cell in the courtyard.

Building 1: 2F (Southwest)

After continuing to the southwest, Snake is ambushed by Outer Heaven mercenary Machinegun Kid.

MACHINEGUN KID
I'm the Machinegun Kid! This is the end of the line for you!

Snake calls Diane for advice.

DIANE
Hi, this is Diane... The Machinegun Kid is vulnerable to attack by RC missiles. ...Bye.

Snake takes out his RC Missiles and fires them at Machinegun Kid.

After a heated battle, Snake triumphs.

Building 1: Roof (Northeast)

Snake steps out from the east elevator onto the roof of Building 1.

He receives another call from Big Boss.

BIG BOSS
This is Big Boss... I forgot to tell you. There's a wind barrier on the roof. Look for a bomb blast suit! ...Over.

Snake raises Schneider.

SCHNEIDER
This is Resistance Leader Schneider... The bomb blast suit is in the basement. ...Over.

Snake now heads back to the first-floor basement.

Building 1: B1F (Southeast)

Snake has returned to the first-floor basement.

He uses Plastic Explosives to blow through a series of walls.

He enters the room in the middle of the area, where he discovers the Bomb Blast Suit.

Snake returns to the roof.

Building 1: Roof (Northeast)

Snake is back on the roof.

He puts on the Bomb Blast Suit and makes it through the wind barrier.

Building 1: Roof (Southwest)

In a room on the southwest part of the roof, Snake discovers Prisoner G.

The prisoner gives Snake more information.

PRISONER G
Thanks for saving me! If you have a parachute you can jump off from the edge of the barrier.

Snake calls Schneider.

SCHNEIDER
This is Resistance Leader Schneider... The parachute is on the second floor. ...Over.

Snake heads back to the second floor.

Building 1: 2F (Southwest)

Snake hunts for the Parachute on the second floor.

He discovers it in a room on the north side of the area where he fought Machinegun Kid.

Snake makes his way back to the roof.

Building 1: Roof (Northwest)

Snake arrives at the northwest part of the roof.

A suspension bridge is blown about by the high winds. Snake crosses it to reach the southwest area.

Building 1: Roof (Southwest)

On the other side of the bridge are guards hovering in the air.

Snake avoids the attacks from these jetpack soldiers as he heads west.

He comes to another area with a high-voltage floor.

Snake uses an RC Missile to destroy the electric panel, then enters the room on the other side of the floor.

It contains a Mine Detector. Snake takes it with him.

Back outside the room, Snake dodges another barrage from the jetpack soldiers as he heads east.

Building 1: Roof (Southeast)

On the southeast part of the roof is the Hind D, a large attack helicopter.

Its machine gun opens fire on Snake.

Snake contacts Diane for advice again.

DIANE
Hi, this is Diane... The Hind D can be brought down with the grenade launcher.
...Bye.

Snake takes out the Grenade Launcher and fires at the Hind.

Snake's grenades make quick work of the helicopter.

He carries on north, where he discovers a gap in the roof's railing.

Snake puts on the Parachute and descends to the courtyard through the gap.

Building 1: Courtyard (Northeast)

Snake lands in the courtyard.

Avoiding the guard dogs' attacks, he heads south.

Building 1: Courtyard (Southeast)

Snake comes to another area with trucks.

There are no guards around.

Sensing the area could be mined, Snake equips the Mine Detector.

·If player doesn't have the Mine Detector

Snake contacts Schneider.

SCHNEIDER
This is Resistance Leader Schneider... The mine detector is on the roof. ...Over.

Snake heads back to the roof and picks up the Mine Detector.

The Mine Detector allows him to know the locations of mines planted around one of the trucks.

Avoiding the mines, Snake hops into the back of the truck on the right.

In it he picks up Card 4.

·If player gets in the truck on the left

Snake jumps into the truck.

Suddenly, it starts to move.

SNAKE
Arrgh! The truck's been moved!!

The truck takes Snake back to the southwest area of Building 1: 1F (the game's starting area).

Building 1: Courtyard (Northeast)

Snake uses Card 4 to enter a cell in the courtyard, close to where he landed.

But Dr. Madnar is nowhere to be found.

SNAKE
Dr. Madnar... Was I... too late?

Snake starts searching for more information.

Building 1: Courtyard (Northwest)

Snake next uses Card 4 to enter another cell in the northwest part of the courtyard. There, he discovers Prisoner H.

Snake frees him.

PRISONER H
Thank you for helping me!

PRISONER H
Dr. Madnar was just transferred to Building 2.

PRISONER H
Building 2 is located 10km north of here.

Pointed in the right direction, Snake now looks for a way out to Building 2.

He uses Card 4 at the northern side of Building 1 to open a door that leads to a desert.

Desert 1 (South)

A desert extends as far as the eye can see.

Snake takes out the Mine Detector, using it to avoid mines as he makes his way north to Building 2.

Desert 1 (North)

Waiting for Snake is the Tank, one of Outer Heaven's heavy tanks. It starts shelling.

Snake radios Diane.

DIANE
Hi, this is Diane... Mines can destroy the tank. ...Bye.

Snake uses his Mines to chip away at the tank.

Eventually he destroys it and continues further north.

Building 2: 1F Entrance

Snake has reached the entrance to the first floor of Building 2.

Several soldiers stand watch, checking the credentials of anyone who comes by.

INSPECTION SOLDIER
It seems that FOXHOUND is trying to infiltrate the base. Whatever you do, do not let them through!

Big Boss calls Snake.

BIG BOSS
This is Big Boss... Inspections. Wear the enemy uniform and infiltrate!

BIG BOSS
Let's use frequency 120.13 for all communications from now on. ...Over.

Snake dons the Enemy Uniform and approaches the entrance.

·If player doesn't have the Enemy Uniform

Snake contacts Schneider.

SCHNEIDER
This is Resistance Leader Schneider... The enemy uniform is in the basement of Building 1.

SCHNEIDER
Let's use frequency 120.26 from now on. ...Over.

Snake retraces his steps to Building 1 and grabs the Enemy Uniform.

The soldiers notice Snake, but they take him to be one of them.

INSPECTION SOLDIER
Go on in!

Snake heads inside Building 2.

·The player can also get Diane's new frequency from her

Snake calls Diane.

DIANE
Hi, this is Diane... Let's use frequency 120.91 to communicate from now on. Call me again, OK? ...Bye.

Building 2: 1F (South - Southwest)

Editor's note: The floors (maps) of Building 2 have been roughly divided into nine areas: north, south, east, west, northeast, northwest, southeast, southwest, and middle.

Snake enters Building 2.

He drops down into a channel of waist-high water and makes his way through it. (Snake can't use weapons while in the channel.)

Building 2: 1F (West)

When Snake climbs out of the channel, he's attacked by the Bulldozer, a large bulldozer type tank.

Snake radios Diane for advice, but she doesn't answer. (Certain frequencies inside Building 2 are jammed.)

Snake fires back at the Bulldozer with his Grenade Launcher.

After destroying it, Snake continues ahead.

Building 2: 1F (Northwest)

Snake has entered into an area with a number of infrared sensors.

He puts on his Infrared Goggles, using them to avoid crossing the beams as he continues his search for Dr. Madnar. (The positions of the beams in this area change at regular intervals.)

Building 2: 1F (North)

Snake jumps down into another water channel through a gap in the railing and moves through it to the other side.

Building 2: 1F (Middle)

Snake enters a room on the west side of the middle of the building.

Here he picks up an Antenna.

Big Boss calls.

BIG BOSS
This is Big Boss... They are trying to jam our signal, but we are OK on this frequency. ...Over. (From this point on, radio signals will go through per usual.)

Snake takes the elevator on the north side of the building up to the roof.

Building 2: Roof (Northwest)

Snake arrives on the roof.

He contacts Schneider.

SCHNEIDER
This is Resistance Leader Schneider... The north elevator can only take you to the higher floors. ...Over.

·If player also calls Diane

Snake calls Diane.

But once again, Steve answers instead.

STEVE
This is Steve... Diane? Not you again!

STEVE
You better stay away from Diane!!

Snake has walked into an ambush. The soldiers' onslaught begins.

Snake manages to dodge their fire and slip into a cell.

Prisoner I is being held here.

Snake frees him, and the prisoner gives him some crucial information.

PRISONER I
Thank you for helping me! Dr. Madnar is in the underground dungeon.

Snake leaves the cell and heads for this underground dungeon.

Building 2: Roof (Southwest)

Snake heads for the southwest area of Building 2's roof.

A large group of jetpack soldiers appear and surround Snake.

Snake evades their attacks and enters a room to the south.

He picks up Card 5 inside.

Snake leaves the room and heads east.

Building 2: Roof (East)

Snake uses Card 5 to open a door in the east part of the roof.

On the other side of the door is the south elevator.

Snake gets on it and heads down to the underground dungeon where Dr. Madnar is supposedly being held.

Building 2: B1F (Southeast)

Snake arrives at the first-floor basement.

He contacts Schneider.

SCHNEIDER
This is Resistance Leader Schneider... The south elevator can only take you to the lower floors. ...Over.

Avoiding more guard dogs, Snake continues on.

He receives a call from Schneider.

SCHNEIDER
This is Resistance Leader Schneider... This is the start of the gas room. ...Over.

Building 2: B1F (South)

Snake enters the gas area.

He puts the Gas Mask back on and searches the dungeon.

Snake raises Schneider, hoping to get more information.

SCHNEIDER
This is Resistance Leader Schneider...

SCHNEIDER
Knock on the walls and listen for a difference in sound. That's where you should set your explosives. ...Over.

Snake heads up the corridor, eventually coming to a dead end.

Per Schneider's advice, Snake knocks on the walls.

As before, he discovers an area where the wall sounds different.

Snake plants a Plastic Explosive in front of it and sets it off.

The bomb tears through the wall, and Snake continues past it.

Building 2: B1F (Northeast)

Snake saves Prisoner J.

PRISONER J
Thanks for helping me!

PRISONER J
The only way out from this floor is to find the north elevator.

Snake leaves the cell and carries on with the search.

Building 2: B1F (North)

Snake opens a door on the north side of the area.

In this room is a man who appears to be Dr. Madnar.

Snake approaches him.

FAKE DR. MADNAR
You fell into my trap! The real Dr. Madnar is on the second floor... Die FOXHOUND!!!

A pit trap opens in the floor around the impostor.

Snake manages to avoid the trap and leaves the room through the west exit.

Inside this west room he discovers Card 6 and takes it with him.

Snake then contacts Schneider.

SCHNEIDER
This is Resistance Leader Schneider... Just a little further to the north elevator.
...Over.

Snake opens the door in front of him with Card 6, looking for the north elevator that will take him to the second floor, where the real Dr. Madnar was said to be.

Building 2: B1F (Northwest)

Snake has reached the north elevator.

But standing in front of the elevator is the mercenary known as Fire Trooper, armed with a flamethrower.

FIRE TROOPER
I am the Fire Trooper! I'll burn you to a crisp!

Snake dodges the inferno directed toward him while firing back.

Ultimately, Snake proves to be the victor.

Building 2: 2F (Northwest)

Snake takes the north elevator to the second floor.

He gets off only to discover a significantly greater enemy presence.

But he manages to avoid any encounters and makes his way through the floor.

Snake obtains the Antidote in a room to the north, then heads for the middle area.

Building 2: 2F (Middle)

Snake arrives at the middle area of the floor.

The doors here are guarded by two Bloody Brad units, cyberoids Outer Heaven has developed.

Snake hits the Bloody Brads with everything he's got, but his attacks have no effect on them.

Snake contacts Diane.

DIANE
Hi, this is Diane... Bloody Brad, who's protecting the door, is indestructible! Run away!!

Snake has no choice but to flee.

Building 2: 2F (Northwest)

Snake proceeds northwest.

He uses Card 6 to open another locked room.

Here, Snake finally comes face to face with Dr. Madnar.

Snake unties him.

DR. MADNAR
I am Dr. Drago Pettrovich Madnar. My daughter Ellen is a hostage.

DR. MADNAR
Unless you help Ellen, I won't tell you anything about Metal Gear.

DR. MADNAR
Ellen is being held in the basement of Building 1. Please help her.

Snake calls Schneider for information about the basement of Building 1.

SCHNEIDER
This is Resistance Leader Schneider... A secret underground passageway to Building 1 starts from the south-west corner of the basement. ...Over.

Snake now heads for the southwest part of Building 2's basement.

Building 2: 2F (Southeast)

Snake moves toward the south elevator.

On the way, he rescues Prisoner K from a room in the southeast part of the floor.

PRISONER K
Thanks for rescuing me! You'll need a compass to cross the desert.

Snake successfully avoids a rolling device and a pit trap in the same room, then reaches the south elevator.

He takes it to the first-floor basement.

Building 2: B1F (Southeast)

Snake searches for the secret underground passageway that leads to Building 1.

He knocks on walls, eventually finding one with a different sound.

Snake blows up the wall with a Plastic Explosive.

He steps through the hole it leaves behind, soon coming to the underground passageway.

Buildings 1 – 2: Underground Passageway

The passageway is pitch black.

Snake gets a call from Diane.

DIANE
Hi, this is Diane. Are you OK? Look out for traps! ...Bye.

Snake hesitates to advance, given he can't see where he's stepping.

He contacts Schneider.

SCHNEIDER
This is Resistance Leader Schneider... The flashlight is on the first floor. ...Over.

Snake heads back to the first floor of Building 2 to pick up the Flashlight.

Building 2: 1F (Southwest)

Snake moves through the first floor, using Card 6 to open a room in the southwest corner.

Inside, he discovers the Flashlight and takes it with him.

Snake takes the south elevator back to the basement, then carries on to the underground passageway.

Buildings 1 - 2: Underground Passageway

Snake uses the Flashlight to illuminate the area.

He can now see the ground and in front of him.

Snake heads south through the passage, avoiding the pit traps placed in it.

Building 1: B1F (Northwest)

Snake uses Card 6 to enter a room in the northwest part of Building 1's first-floor basement.

He hears a woman's voice coming through the east wall of the room.

???
Help!

Snake uses a Plastic Explosive to blast through the wall.

The wall is destroyed, revealing a hidden room.

Dr. Madnar's daughter, Ellen, is being held inside.

Snake unties her.

DR. MADNAR
Thank you... My name is Ellen Madnar. I am Dr. Madnar's daughter.

DR. MADNAR
They're forcing my father to create Metal Gear. Please, hurry and help my father!

Snake heads back to Madnar to let him know his daughter is OK.

Building 2: 2F (Northwest)

Snake has made it back to Dr. Madnar.

Once he hears that Snake has rescued Ellen, Madnar starts talking about Metal Gear.

DR. MADNAR
I am Dr. Drago Pettrovich Madnar.

DR. MADNAR
Metal Gear is 20km north of this building. It's located 100 floors under Building 3.

DR. MADNAR
There is only one way to destroy Metal Gear. Attach plastic explosives to the legs of the unit where the armor is thin.

DR. MADNAR
The sequence is R-R-L-R-L-L-R-L-L-R-R-L-R-L-R... after that I don't remember.

DR. MADNAR
You have to attach 16 sets.

DR. MADNAR
The card that gets you out of Building 2 is with Bloody Brad. He's vulnerable to attacks from a rocket launcher.

DR. MADNAR
Good luck...

Snake leaves the room and starts looking for the Rocket Launcher.

Building 2: 2F (East)

Snake checks around the floor for the Rocket Launcher.

He rescues Prisoner L, who gives him some particularly useful information.

PRISONER L
Thank you for saving me!

PRISONER L
You should be able to contact Jennifer from the Resistance on frequency 120.48.

PRISONER L
Jennifer will provide you with direct support.

PRISONER L
But she's very proud.

PRISONER L
Unless you're really high class, she won't respond.

Snake leaves the cell and raises Jennifer. (She doesn't respond if the player's class isn't max level (Five stars).)

JENNIFER
This is Jennifer... I'll prepare the rocket launcher for you. Come and get it. ...Over.

Snake presses on.

He uses Card 6 on a locked door on the east side.

Inside is the Rocket Launcher Jennifer prepared for him.

Snake picks up the Rocket Launcher and leaves.

Building 2: 2F (Middle)

Snake returns to the room with the Bloody Brads.

He equips the Rocket Launcher and starts raining rocket fire upon them.

After a hard-fought battle, Snake destroys both of the units.

One of the Bloody Brads drops Card 7.

Snake picks it up.

He then searches the floor for one last piece of gear before leaving Building 2.

Building 2: 2F (Northeast)

Snake discovers a door that won't open with any of the cards.

He gives Jennifer a call.

JENNIFER
This is Jennifer... I'll open the door.
...Over.

The door slides open.

Snake enters the room and picks up the Compass on the table.

Now ready to go, Snake heads for the north exit on the first floor of Building 2.

Section 3: Destroy Metal Gear!

Desert 2

Snake uses Card 7 to open the Building 2 first-floor exit and walks out into another desert.

It's swarming with scorpions, which attack Snake.

He's stung by them.

Snake contacts Diane for advice.

DIANE
Hi, this is Diane... Use antidote against the scorpion poison. ...Bye.

Snake uses the Antidote to counteract the poison and the Compass to make his way north.

·If player doesn't have the Compass (the desert becomes an endless loop)

Snake contacts Schneider.

SCHNEIDER
This is Resistance Leader Schneider... The compass is on the second floor. ...Over.

Snake doubles back to the second floor of Building 2 and retrieves the Compass.

After trekking through the desert for what seems like forever, the entrance to Building 3 comes into view. It's flanked by a row of trucks on either side.

Enemy soldiers leap out of the trucks.

Snake manages to dodge their gunfire.

He then gets a call from Big Boss.

BIG BOSS
This is Big Boss... Get in the truck on the right! ...Over.

Snake, obeying Big Boss's order, gets in the truck on the right.

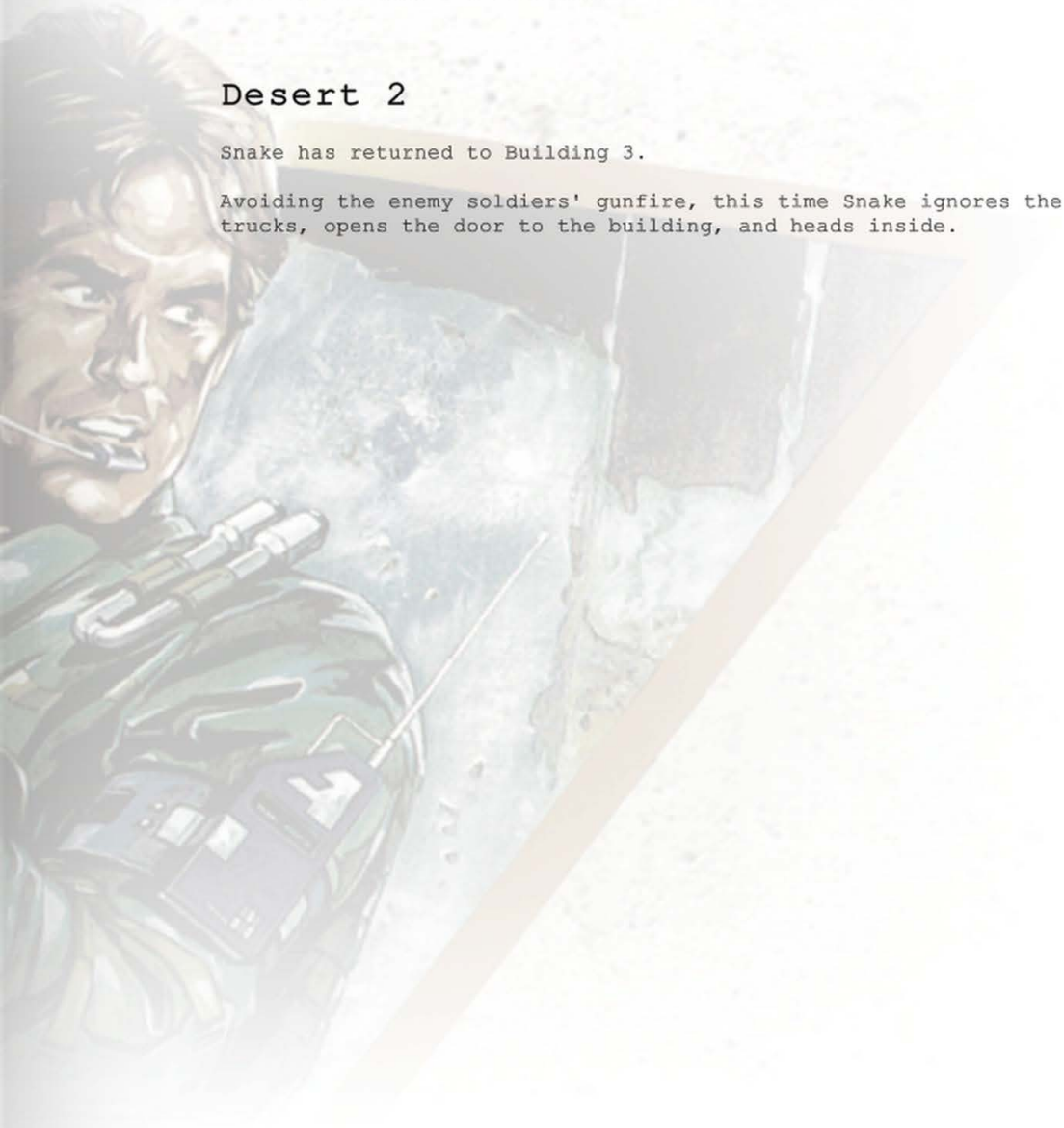
The truck starts to move.

Building 1: Courtyard (Southeast)

The truck comes to a stop.

Snake jumps out, only to discover he's back in Building 1's courtyard.

Snake can't help but wonder about Big Boss's order as he makes his way back to Building 3's entrance.



Desert 2

Snake has returned to Building 3.

Avoiding the enemy soldiers' gunfire, this time Snake ignores the trucks, opens the door to the building, and heads inside.

Building 3: 1F (South)

Editor's note: The floors (maps) of Building 3 have been roughly divided into nine areas: north, south, east, west, northeast, northwest, southeast, southwest, and middle.

Snake enters Building 3.

Big Boss contacts him again.

BIG BOSS
This is Big Boss... Enter the door on your left. ...Over.

Snake heads for the left (west) door as he takes down enemy soldiers.

But the moment he enters the room, a massive pit trap opens up.

Snake avoids the pit trap in the nick of time and heads back out of the room to the one he was in before.

There, enemy soldiers surround him once again.

Snake calls Jennifer for advice on how to get himself out of this tight spot.

JENNIFER
This is Jennifer... Blow up the wall!! ...Over.

Snake follows Jennifer's suggestion and looks for a wall he can take down.

He discovers one in the northeast part of the room and destroys it with a Plastic Explosive.

Snake steps through the hole in the wall.

Building 3: 1F (North)

Snake avoids more pit traps as he heads up the passageway.

He reaches an elevator, gets in, and begins a descent deep underground.

The elevator is headed for the 100th-floor basement of Building 3.

Building 3: B100F (Southeast)

Snake gets off the elevator, stepping into the bowels of the base.

He receives a call from Jennifer.

JENNIFER
This is Jennifer... There should be an oxygen cylinder on the other side of the wall!! ...Over.

Snake pushes on, avoiding the laser cameras watching over the area.

He examines the south wall of the room, discovering a spot that appears to be destructible.

Snake uses a Plastic Explosive to destroy the wall. On the other side is a hidden room.

Here, Snake obtains the Oxygen Tank.

Building 3: B100F (South)

Snake moves deeper into the floor.

Big Boss radios him again.

BIG BOSS
This is Big Boss... Solid Snake! Abort the mission. Return immediately.

BIG BOSS
This is an order!! Turn off the system's power at once!! ...Over.

Sensing something isn't right with Big Boss, this time Snake disregards his order and carries on.

But a locked door stands in his way.

Snake contacts Jennifer.

JENNIFER
This is Jennifer!

JENNIFER
The card needed to open the doors from this point onwards can be found on the east side of Building 3. That location is connected to Building 2's water works. ...Over.

Snake returns to Building 2.

Building 2: 1F (Northeast) – Building 3: 1F (East)

Snake is back at the northeast area of Building 2's first floor.

He uses Card 5 to enter a cell in the northeast. Prisoner M is being held inside.

Snake frees him and receives information from him.

PRISONER M
Thank you for helping me! The far end of the water works is connected to Building 3.

Snake leaves the cell and enters the channel in front of him.

He puts on the Oxygen Tank, dives into the deep part of the water, and swims north.

Snake reaches the first floor of Building 3 and climbs out the channel.

Slipping past more guards, he soon comes to another electrified floor.

Snake uses an RC Missile to destroy the circuit panel, neutralizing the floor. He goes in the room beyond it.

Upon entering the room, Snake gets a call from Schneider.

SCHNEIDER
This is Resistance Leader Schneider... I know who the Outer Heaven boss is!

SCHNEIDER
No way... The Outer Heaven boss is...

SCHNEIDER
...Oh no!! ...

The line goes dead.

Snake replenishes his ammo and enters the room to the east.

Inside are three more prisoners as well as another Outer Heaven merc, Dirty Duck.

DIRTY DUCK
I am Dirty Duck! Go ahead and shoot - if you dare!

Jennifer radios Snake.

JENNIFER
This is Jennifer... Dirty Duck has card 8.

JENNIFER
My brother is among the captives! Please don't kill them...

JENNIFER
If anything happens to my brother, I won't help you anymore! (If the player kills him, their class goes down and Jennifer will no longer assist them.)

Dirty Duck uses the hostages as shields and attacks with boomerangs.

Struggling against the onslaught, Snake contacts Diane.

DIANE
Hi, this is Diane! The only way to win without killing your allies is to use the handgun. ...Bye.

Snake takes out the Handgun and comes at Dirty Duck from behind.

He fires at Dirty Duck, careful not to hit any of the hostages.

After a bitter fight, Snake defeats Dirty Duck.

He picks up Card 8, which Dirty Duck had on him.

Snake frees Jennifer's older brother and the other prisoners. (If the player kills the hostage in front of Dirty Duck (Jennifer's brother), the following conversation doesn't take place.)

JENNIFER'S BROTHER
Thanks for saving me!

JENNIFER'S BROTHER
I'm Jennifer's brother.

JENNIFER'S BROTHER
When you make your escape, climb the ladder on the left.

Snake doubles back and returns to the building's 100th- floor basement.

Building 3: B100F (Southeast)

Snake gets off the elevator.

He opens the cell on the east with Card 8.

Snake rescues Prisoner N inside.

PRISONER N
Thank you for helping me!

PRISONER N
The Outer Heaven boss is FOXHOUND's commanding officer, Big Boss!

PRISONER N
He's behind all of this!! Don't let him trick you!!

To find out the truth, Snake heads for the innermost part of the floor.

Building 3: B100F (Middle)

Snake uses Card 8 to open another locked door.

Beyond it is another room filled with gas.

Snake puts on his Gas Mask one more time and makes his way through the gas.

However, he soon finds himself at a dead end.

Snake radios Jennifer.

JENNIFER
This is Jennifer!! Blow up the wall on the left! ...Over.

Snake checks the northwest wall of the gas room.

Seeing it is in fact destructible, he takes it down with a Plastic Explosive.

Snake advances past the rubble.

He avoids yet another pit trap and a room filled with gas, arriving at an electrified floor.

The problem is, Snake can't see a circuit panel anywhere.

Snake contacts Jennifer again.

JENNIFER
This is Jennifer! You're just gonna have to make a run for it! As long as you have some rations left, you'll be OK. ...Over.

Snake proceeds across the floor as he endures the electricity surging through his body.

He opens the door on the north side of the room, which takes him to the deepest part of the 100th-floor basement.

Building 3: B100F (North)

Snake opens the door. Standing tall before him is a nuclear-armed bipedal tank, TX-55 Metal Gear.

Metal Gear itself isn't operational, but the laser cameras behind it are, and they begin firing at Snake.

Remembering what Dr. Madnar told him, Snake plants Plastic Explosives on Metal Gear's legs one after the others, all the while dodging the laser cameras' attacks.

The bombs weaken the machine's legs, where its armor is the weakest.

After a long back and forth battle, Snake succeeds in destroying Metal Gear.

Suddenly, an announcement blares out.

INTERCOM
Emergency!

INTERCOM
Emergency!

INTERCOM
The self-destruct sequence for Outer Heaven has been activated!

INTERCOM
All personnel are ordered to evacuate immediately!

The countdown to Outer Heaven's destruction begins.

·If player calls Jennifer at this point

Snake raises Jennifer.

JENNIFER
This is Jennifer! If you use a cigarette, you'll buy yourself some more time. Come back alive, got it?! Solid Snake...

Snake takes a drag from a Cigarette. (This adds 2000 units of time to the countdown.)

Snake begins his escape.

He opens the door to the west. Waiting for him on the other side is FOXHOUND's commander, Big Boss.

He reveals the truth to Snake.

BIG BOSS
Solid Snake! I've been expecting you... ...I am the supreme commander of the FOXHOUND unit... And... The leader of the fortress of Outer Heaven, Big Boss!

BIG BOSS
I gave this mission to you, a rookie, thinking I could use you to fool the rest of the world...

BIG BOSS
But you were too good. You went too far! Solid Snake! I'm not going down alone. I'm taking you with me! Prepare to die!

Big Boss opens fire on his unit's new recruit.

Snake calls Diane.

DIANE
This is Diane! I don't know how to defeat Big Boss... Now it's all up to you! Solid Snake!

DIANE
... I... want to tell you... Er, nevermind... Be careful...

Snake hides behind cover to avoid getting hit.

He takes out the Rocket Launcher.

Snake fires rockets back at Big Boss in between his attacks.

Big Boss eventually succumbs to the onslaught.

Snake makes for an exit before the facility is destroyed.

Building 3: B100F (Northwest)

Snake comes to three ladders leading up.

Remembering what Jennifer's brother told him, he climbs the ladder on the left.

Near Outer Heaven

With the clock ticking, Snake races up the ladder and puts some distance between himself and the base.

The timer hits zero.

As Snake runs, there's the sound of a massive explosion behind him.

A giant mushroom cloud rises over Outer Heaven.

Snake sets his radio's frequency to 120.13 and transmits.

SNAKE
This is Solid Snake... Metal Gear has been destroyed. Operation Intrude N313 was a success!

SNAKE
No big deal, job done, that's all... No big deal...

SNAKE
I'm coming back now. ...OVER

Snake's radio picks up a broadcast.

ANNOUNCER
This is Radio KNK. We have a special news flash.

ANNOUNCER
Today, before sunrise, a large earthquake was recorded in the vicinity of Galzburg, South Africa...

The staff credits roll.

Ending

A black background.

From out of the darkness comes the voice of Big Boss.

BIG BOSS
...can you hear me? Solid Snake... I'm not dead... Someday, I'll get even with you. Someday... We will meet again!

METAL GEAR2

SOLID SNAKE

Section 1: Infiltrate Zanzibar Land

Opening Cutscene 1

Images of Metal Gear and the radio screen are accompanied by main staff credits.

Title logo: "METAL GEAR 2: SOLID SNAKE"

Opening Cutscene 2

Prologue text appears on-screen, against a background of illustrations of weapons and gear.

It is the late 1990s...

The world is embarking on an age of peace and stability.

Relations between the Cold War superpowers have thawed. Regional conflicts are being resolved. The threat of nuclear war is now a thing of the past.

But there are some who do not desire peace...

An atmosphere of tension begins to build in the Middle East.

A military junta comes to power in Zanzibar Land, a small nation bordering on the USSR, China, and the Middle East.

Zanzibar Land attacks nuclear weapons disposal sites around the world, seizing those weapons that are still intact, and becomes the world's only nuclear power. It then begins to invade its neighbors at will.

After renouncing nukes forever, the world is once again threatened by the specter of nuclear war.

Meanwhile, the world's oil supply, which was to last another 30 years, suddenly and unexpectedly dries up. Without a safe alternative source of energy, the world faces a severe energy crisis.

It is in these dire circumstances that Dr. Kio Marv, a Czech biologist, develops "OILIX", a microbe that can synthesize high-grade petroleum.

With this discovery, global tensions are once again on the rise. On his way to attend an American scientific conference, Dr. Marv is kidnapped by agents of Zanzibar Land.

With its nuclear weapons and the secret of OILIX, Zanzibar Land plans to achieve global military domination.

A tiny microbe, only a few microns wide, is about to change the world forever.

Title appears:

METAL GEAR 2: SOLID SNAKE

Zanzibar Building Infiltration Point

Snake climbs up a cliff, slipping into the grounds of the complex.

He receives a call from Campbell.

SNAKE
This is Snake... I've reached the infiltration point.

CAMPBELL
Snake... Right on time, as always.

CAMPBELL
Let's get started... Commencing Operation Intrude F014.

CAMPBELL
Let's go over this one more time. Your mission is to infiltrate Zanzibar Land and rescue the kidnapped Czech biologist, Dr. Kio Marv.

CAMPBELL
Snake, we've provided you with a new anti-personnel sensor. Try switching it on.

SNAKE
Roger... OK, it's on.

The radar comes to life, with Snake (the player) and enemies represented by dots.

CAMPBELL
The white dots on your radar are enemy soldiers. The red dot is your current position.

CAMPBELL
The radar is equipped with several other types of sensors as well. They should warn you of any unseen dangers.

SNAKE
What's the radar's effective range?

CAMPBELL
Take a look at your radar display. It shows a 9-screen area centered on your position. However, it may not work in small, enclosed spaces.

CAMPBELL
Also, if the enemy spots you, you won't be able to use the radar. The enemy will use a jammer to scramble it.

SNAKE
Got it. ...Where can I find Dr. Marv?

CAMPBELL
Well... Dr. Marv has a transmitter implanted in one of his molar teeth.

CAMPBELL
When you get close to him, he'll show up as a red dot on your radar.

SNAKE
So I just have to keep an eye out for the red dot...

CAMPBELL
Snake, use frequency 140.85 for all future communications with me.

CAMPBELL
...Good luck. ...Over and out.

The radar screen closes. The player now has control over Snake.

In Front of Zanzibar Building

Snake heads north, soon coming to a hole in a fence.

Snake receives another call from Campbell.

CAMPBELL
Use crawling to sneak through gaps in the fence...Over and out.

Snake crawls through several holes, making it through the perimeter. He continues on, coming to the entrance to the Zanzibar Building.

Campbell calls Snake again.

CAMPBELL
You can't sneak in through the front door. Use the vents...Over and out.

Avoiding the enemy patrols, Snake heads east, where he spots an air vent.

He contacts Campbell for more information.

CAMPBELL
You can enter trucks if they're facing north. Over and out.

Snake enters the back of the truck, where he obtains the Handgun.

He leaves the truck and makes his way into the building through the vent.

Zanzibar Building: 1F

Snake crawls north through the vent.

He emerges from the vent onto a walkway. Snake follows it.

He is then contacted by Holly.

HOLLY
I'm Holly. Holly White.

HOLLY
I infiltrated Zanzibar Land a month ago, posing as a journalist.

HOLLY
So I know pretty much how things work around here... I'll help you any way I can.

HOLLY
My frequency is 140.15. Call me... Later!

Snake calls Holly back to get more information about the Zanzibar Building.

SNAKE
This is Solid Snake... Come in.

HOLLY
The Zanzibar building has 2 underground floors and 4 above-ground floors.

HOLLY
The first floor houses the central command, the hangar, and the factory.

HOLLY
The second floor is the deck, the third floor is used for R&D, and the fourth floor is living quarters for the soldiers.

HOLLY
The armory and powder house are on B1, and there's a drainage ditch on B2...See ya.

Snake then contacts Campbell.

CAMPBELL
If you need to know anything about mercenaries or enemy weapons, ask our mercenary expert, George Kasler. He knows everything.

CAMPBELL
He used to work for us as a military adviser. You can trust him. His frequency is 140.93.

CAMPBELL
We'll pick up the tab for the info... just don't ask him about whale cuisine...Over and out.

Snake continues along the north passageway.

He comes to an area with two elevators.

Snake calls Holly for information on the elevators.

HOLLY
There are two elevators in the Zanzibar building.

HOLLY
The east elevator stops on floors 1, 2, 3, and 4, while the west elevator stops on floors 2, B1, and B2.

HOLLY
The elevators here are different from the ones in Outer Heaven. They don't come unless you call them.

HOLLY
Got all that? ...See ya.

Snake gets in the east elevator, the one on the right.

He presses a button, and the elevator heads for the second floor.

Zanzibar Building: 2F

Snake gets his hands on Card 1 in a room on the east side of the floor.

He then proceeds north, coming a locked door.

Snake uses Card 1 to open the door. He picks up the Binoculars inside.

Snake retraces his steps back to the elevators, this time getting on the west elevator on the left, and taking it down to the armory on the first-floor basement.

Zanzibar Building: B1 – 3F

In a room to the west, Snake discovers a pair of Infrared Goggles.

He then takes the elevator up to the third floor.

Zanzibar Building: 3F

Snake follows the corridors. Detecting an intruder, infrared sensors activate.

Snake dons the Infrared Goggles he just acquired, advancing past the sensors.

He then uses Card 1 to open a door, where he picks up the Gas Mask inside.

Snake returns to the elevator room, then heads to the south part of the floor.

A red dot, presumably from Dr. Marv's transmitter, appears on the radar.

Snake heads for the room it is coming from, which is located on the west side of the floor.

(Upon entering an area with gas, an alarm goes off, and "GAS" appears on the top-right of the screen.)

Snake puts on the Gas Mask and uses Card 1 to open the door in front of him.

Inside the room is a man in a lab coat.

Boss Battle - Black Ninja

When Snake approaches, the man begins to speak.

MARV?
Heh heh heh... Foolish FOXHOUND!

MARV?
Dr. Marv isn't here! Figures that FOXHOUND would use such a cheap transmitter... You guys are really behind the times.

The man in the lab coat whips off his disguise.

BLACK NINJA
I am Black Ninja, a former member of NASA's extraterrestrial environment special forces unit.

BLACK NINJA
Now, let's see just how strong the world's most advanced black ops unit really is!

BLACK NINJA
Show me what you've got, FOXHOUND!

Black Ninja attacks Snake.

He calls Kasler to get some intel on him.

KASLER
Black Ninja...Nobody ever heard of him until two years ago. His past is a total mystery.

KASLER
Some kind of high-tech ninja from NASA's extraterrestrial environment team.

KASLER
He's quick like a throwing star, specializing in lightning-fast attacks.

KASLER
Keep in mind, he's not a seasoned pro like us. He's one of them ""Right Stuff"" types - an astronaut.

KASLER
But that actually makes him tough to take down. With a pro, you know pretty much what he's gonna do. But with an amateur, who the hell knows?

KASLER
For now, just wait and see what he can do. That's what you're good at.

KASLER
I'm counting on you, cowboy! ...Over and out.

Black Ninja teleports around the room, throwing shuriken after shuriken at Snake.

Snake takes out the Handgun and uses it to defeat Black Ninja.

With his dying breaths, Black Ninja speaks to Snake.

BLACK NINJA
...Snake...

SNAKE
Who are you? ...How do you know my name?

BLACK NINJA
It's... it's me... Schneider. Kyle Schneider. Remember me?

SNAKE
Schneider? ...You were in the Resistance at Outer Heaven!

SNAKE
But... I thought they killed you!

BLACK NINJA
You've still got a lot to learn, Snake.

BLACK NINJA
I was almost killed, but not by them. By you, and your country.

SNAKE
What are you saying, Schneider?

BLACK NINJA
...Snake, after you destroyed Metal Gear,

BLACK NINJA
NATO launched a massive bombing campaign against Outer Heaven.

BLACK NINJA
All of us Resistance fighters...and the children of Outer Heaven...they didn't care about any of us.

BLACK NINJA
There was no escape from the flames... They died like animals in a cage.

SNAKE
I... can't believe this...

BLACK NINJA
Think about it. The children of Outer Heaven were originally war orphans and refugees from all over the world.

BLACK NINJA
They were a liability... and NATO didn't want to deal with them...

SNAKE
...No...

BLACK NINJA
You're no different. They'll forget about you, too... But he wasn't like them...

SNAKE
Who....?

BLACK NINJA
He came... and saved us from annihilation.

BLACK NINJA
He forgave us for what we'd done. He gave us a new land to call home... A new family...

SNAKE
He did...? You mean...

BLACK NINJA
Snake, you'll understand soon... what a wonderful man he is...

BLACK NINJA
Snake... I owe you a debt. There's no hate between us. I'll tell you where Dr. Marv is.

BLACK NINJA
It's what he would want me to do... Find the man who's guarding the cell where Dr. Marv is being held.

BLACK NINJA
Follow that man...and he should lead you straight to the cell.

BLACK NINJA
You can tell him by his green beret. He should be on the first floor. Got that? A green beret.

BLACK NINJA
Follow the man in the green beret!

Having breathed his last, Black Ninja's body explodes.

Snake discovers Card 2 where Black Ninja fell.

He comes back the way he came, heading to the infrared sensor area once more.

Careful to avoid the surveillance camera ahead, Snake uses Card 2 to enter the door to the east.

There, Snake picks up the Mine Detector.

He heads back to the elevator room and takes the east elevator to the second floor.

Zanzibar Building: 2F

Snake uses Card 2 to open a room on the west, where he comes across the Suppressor.

He gets on the west elevator and takes it down to B1F in search of more weapons and equipment.

Zanzibar Building: B1F

Avoiding the watchful eye of the enemy, Snake picks up Plastic Explosive and the Submachine Gun.

He takes the elevator up to the first floor.

Zanzibar Building: 1F

Remember what Schneider, or Black Ninja as he was known here, told him, Snake searches for the man in the green beret.

He spots him in the northwest area of the floor.

Snake starts to follow him, careful not to alert him to his presence.

The Lost Woods

The man in the green beret makes his way through the forest, occasionally checking behind him.

Snake stays on him.

On the other side of the dense wood is a rather rustic-looking building.

Snake enters the building.

Lost Woods Prison

The building is deserted.

Snake picks up on some kind of rhythmical tapping sound.

He steps back outside.

Seeking advice, Snake calls Campbell.

CAMPBELL
It's a tap code. They were used to communicate in North Vietnamese POW camps.

CAMPBELL
Before that, they were used during the Korean War. Instructions on deciphering the code should be written in the software manual...Over and out.

Listening carefully to the tapping sounds and using the Tap Code table in the software manual to translate them, it becomes apparent that the code is saying "14082."

Snake re-enters the prison.

Using the help he got from Campbell, Snake sets his radio frequency to 140.82 and sees if anyone is out there.

MADNAR
Ah, I see you figured out my code...

SNAKE
Where's Dr. Marv?

MADNAR
It's been a while. Eh, Solid Snake?

SNAKE
Dr. Drago Pettrovich Madnar? How did you...?!

MADNAR
Marv and I knew each other from the Prague academy. We didn't speak each other's language, but we were scientific comrades, after a fashion.

MADNAR
I was captured along with Marv while we were in America.

SNAKE
Where is Dr. Marv?!

MADNAR
He was moved from here to the tower building a few days ago. It's a tall building a few kilometers north of here.

SNAKE
Dammit, I'm late again! So Marv's in the tower building?

MADNAR
Snake, can you guess why they've left me alive?

SNAKE
They must need you for something...and that means...

MADNAR
Yes... Metal Gear. Snake, it is here... In Zanzibar Land.

MADNAR
They've already completed a new Metal Gear. The one you destroyed three years ago was only a prototype...

MADNAR
The new, improved Metal Gear is many, many times more powerful. They're also working on a light version for mass production.

SNAKE
Then it was Metal Gear that attacked the nuke disposal sites...

MADNAR
Precisely. Metal Gear is a nuclear-equipped walking tank. Its true power is unleashed only when it is armed with nuclear weapons.

MADNAR
Zanzibar Land now has the only nukes in the world. And now they have their sights set on OILIX, a miracle energy source.

MADNAR
Snake... Now that you know all this, perhaps you can guess who is behind it...?

SNAKE
Big... Boss?!

MADNAR
The very same! With Metal Gear and OILIX, he plots to rule the world. We cannot let the secret of OILIX fall into his hands!

MADNAR
Science is not meant to be used only for killing. Marv's will is strong, but his heart is weak. We must hurry!

MADNAR
I don't know how long he can withstand their torture.

SNAKE
If they use drugs on him, he won't last long...

MADNAR
Marv and I were both carrying microtransmitters inside our bodies. They were given to us by a female agent from STB.

MADNAR
You could get in touch with her if you knew her frequency.

SNAKE
Madnar, what are you going to do?

MADNAR
The wall separating us is made of Chobham armor plate. You can't blast your way through it. Just leave me here and go rescue Marv, Snake.

SNAKE
All right. I'll come back for you later.

MADNAR
Snake...

MADNAR
My daughter Ellen is a fan of yours. She's not married yet, and I'm afraid I....

MADNAR
...Oh, and I have a zoologist friend, Johan Jacobsen, who lives around here. You can reach him on frequency 140.40.

MADNAR
He'll tell you anything you need to know about animals...

SNAKE
Don't worry. I'll make sure you get home in time for your daughter's wedding.

MADNAR
Thank you, Snake...

Section 2: The Woman From the East

Lost Woods Prison - Desert

Snake leaves the prison behind.

With the information obtained from Dr. Madnar, a map of the area around the Lost Woods now appears on the radar.

Snake makes it through the woods and comes to a desert to the north.

He then receives a call from an unknown individual.

???
Snake! Watch out! You're in a minefield!

SNAKE
Who are you?

The individual tells Snake he's one of his fans.

???
I'm your number one fan. Keep up the good work.

Snake calls Campbell to get information on the minefield.

CAMPBELL
Use a mine detector in a minefield to display the mines on the radar. You can pick up the mines by crawling over them...Over and out.

Snake equips the Mine Detector.

The Mines now appear as white dots on the radar.

But when he walks forward on the sand, it makes a noise that is audible to guards.

Snake contacts Holly for more information on this area.

HOLLY
That's singing sand, imported all the way from Okinawa, Japan.

HOLLY
It squeaks when you walk on it. The sound will give your position away, so be careful...See ya.

Snake crawls along the ground so as not to make any noise, retrieving Mines in the process.

(Crawling does not make any sound. Conversely, the sounds from the sand can be used to stop enemies in their tracks and slip past them. Trucks in this area contain a Ration (B3 Unit) and Ammo.

Snake makes it past the minefield, the singing sand, and tight enemy surveillance, only to next encounter a Hind D about to take off.

Snake gets in touch with Kasler to see what he can tell him about the Hind D.

KASLER
Hind D... Just hearing that name makes my knees go all wobbly.

KASLER
Heh heh... Weight capacity 12,000 kg, top speed 250 kph, top altitude 4,500 meters.

KASLER
It's armed with missiles and a Vulcan cannon, and protected by titanium armor. A real beast of a chopper.

KASLER
You don't stand a snowball's chance in hell if it starts strafing you from above.

KASLER
They used to say that if you saw a Hind D coming at you, you might as well start saying your prayers. But stinger missiles evened the odds out a little bit.

KASLER
With stingers, you can knock that buzzard out of the sky...Over and out.

The Hind D slowly lifts off, then rains gunfire at Snake from above.

Snake doesn't have a weapon to fight back.

He calls Holly again for further information.

HOLLY
I heard they keep stinger missiles in the armory on the northeast side of the swamp, for the Hind D to use.

HOLLY
...See ya.

Snake disengages and heads for the armory to get his hands on the Stinger Missiles.

Desert - Armory

After making it through the minefield again and heading east, Snake discovers a swamp area as far as the eye can see.

He talks to a boy by the edge of the swamp.

KID A
They told us this is a bottomless swamp, and it's too dangerous to get close... But...

KID A
I saw a big truck driving through here. You believe me, right?

Snake sets foot in the swamp.

Trusting the boy's words, Snake carefully advances through the swamp, looking for shallow spots where he won't sink.

He manages to make it through, coming to the bank on the east side.

Snake speaks to another boy here.

KID B
Trucks come in and out of here all the time.

Snake goes back in the swamp, heading north a little until he comes to a building that would appear to be the armory.

He uses Card 2 to head inside.

Boss Battle - Running Man

After using Card 1 to head further inside, a man wearing a gas mask comes running up to him.

RUNNING MAN
A visitor! What a pleasant surprise! ...And just in time, too.

RUNNING MAN
I was about to go for a little run.

RUNNING MAN
I am Running Man, the world's fastest mercenary. No man can keep up with me!

RUNNING MAN
See for yourself!!

Running Man does a lap around the building, showing off his fast legs, before returning to Snake.

RUNNING MAN
...pant...pant... What do you think? Pretty fast, eh? But I'm just getting warmed up!

RUNNING MAN
Hear that sound? That's nerve gas. Defeat me before the gas gets to you, and you might survive.

RUNNING MAN
The clock is ticking... Let the race begin!

Snake puts on the Gas Mask to prevent taking damage from the nerve gas.

He then calls Kasler for intel on Running Man.

KASLER
Running Man... He was a sprinter at the Barcelona Olympics. Ran the 100-meter dash in 9.69 seconds.

KASLER
Then he got busted for doping and joined up with a terrorist outfit in Europe.

KASLER
There's no way you're gonna keep up with him. It's like a snake trying to catch a cheetah. You're gonna have to set a trap and catch him.

KASLER
Plant a trap in his path and you might have a chance.

KASLER
...'Course, that's if you can do it before the gas gets there. The trick here is to use his speed against him...Over and out.

Snake plants Mine along Running Man's path.

While he tries to run around to escape from Snake, Running Man can't avoid running over Mines and taking damage.

Eventually, even Running Man runs out of energy, and he falls to the ground.

He talks to Snake.

RUNNING MAN
...You... you used my speed against me... What's your name?

SNAKE
Snake... Solid Snake.

RUNNING MAN
...Snake....? The cheetah has lost to a snake...? How could this happen?

SNAKE
...Guess you weren't fast enough.

Having breathed his last, Running Man's body explodes.

Snake discovers Card 3 where Running Man fell.

Snake returns to the armory entrance and uses Card 3 to enter the room on the east.

He talks to the boy inside.

KID C
I know what that is! It's a stinger missile!

KID C
They took some to the factory on the west side of the Zanzibar building's 1st floor the other day. Said they were gonna put them on some tanks.

Snake heads back to the Zanzibar Building to get his hands on the Stinger Missiles.

Zanzibar Building: 1F

Retracing his steps through the swamp and the Lost Woods, Snake makes it back to the Zanzibar Building.

He calls Holly to get more information on the building's layout.

HOLLY
There's a bathroom on the 4th floor. That's where the soldiers' living quarters are.

HOLLY
There's also a sauna, a mess hall, a locker room, and a barracks...See ya.

Snake uses the Card 3 he got after his battle with Running Man to enter a previously inaccessible area of the building.

He proceeds deeper through it, soon coming to the Stinger Missiles.

Armed with this powerful weapon, Snake leaves the Zanzibar Building behind and heads back to the desert where the Hind D awaits.

Boss Battle - Hind D

Snake calls Campbell before he engages the Hind.

CAMPBELL
The combat speed of that chopper is roughly 250km an hour, about half the speed of a propeller aircraft, so you can keep it in your sights for a long time.

CAMPBELL
A helicopter is most vulnerable when it's turning. Get into position and shoot it down before its next attack! ...Over and out.

The Hind D takes off.

Snake contacts Campbell again for additional information.

CAMPBELL
Don't worry about the chopper's shadow. Trust the image on your radar. The chopper is directly above you...Over and out.

The Hind D lays down intense barrages of sweeping gunfire from the air.

Tracking the Hind's movements on his radar, Snake launches Stinger Missiles at it.

At the end of a battle to the death, the unseen formidable foe in the sky explodes, fragments of its fuselage falling to the ground.

Snake continues north.

Tower Building Entrance

Snake arrives at the Tower Building.

As he looks for a way in past the multiple guards on patrol, Campbell calls him.

CAMPBELL
You're good with a cardboard box, right? Why not try posing as part of the cargo?

CAMPBELL
I'm changing the frequency for our future communications.

CAMPBELL
The new frequency can be found in a photo in the software manual...Over and out.

Campbell's new frequency is 140.66.

Snake calls Holly to find out more about the Tower Building.

HOLLY
The Zanzibar building and the tower building use the same source of water.

HOLLY
Maybe that means they're connected through the drainage ditch! ...See ya.

A conveyor belt leading inside begins operation.

Snake obtains the Cardboard Box from the back of a truck.

Snake equips the Cardboard Box, disguising himself as a piece of cargo, and gets on the conveyor belt, which takes him inside the building.

Tower Building: 1F Warehouse

After heading north a little, Snake is contacted by Holly.

HOLLY
Snake! I'm in trouble! They discovered my identity and now I'm a prisoner! Help me!

HOLLY
Just when I finally managed to contact Dr. Marv...

SNAKE
Where are you?! Give me your location!

HOLLY
...I don't know. I was blindfolded. I think it's somewhere in the tower building... Oh yeah!

HOLLY
Snake! ... I hear noises! Off the to left... I hear an elevator!

HOLLY
And to the right... I hear a noise like a pump. There's water flowing in front of and behind me.

SNAKE
Water in front and behind... a pump to the right... and an elevator to the left? I think I've got a pretty good picture now.

HOLLY
Snake, I don't think they know about my radio yet. But come quick! I'll be waiting.

Snake searches the first floor, watchful of enemy soldiers, looking for the place where Holly is behind held.

Discovering an elevator, he heads for the first-floor basement.

Tower Building: B1F

Snake talks to a boy on a pathway next to a water channel.

KID D
Are you friends with the blond lady, mister?

Snake realizes this woman could be Holly.

He continues to search the first-floor basement.

Snake enters a room in the northwest part of the floor. He hears running water inside.

Snake proceeds to talk to a girl in the room.

KID E
The one-eyed man told us to tell him if we saw a man wearing green clothes.

KID E
The blond lady says he isn't here.

Snake leaves the room with the girl is in and enters a room to the east, where he hears more running water and what sounds like elevator machinery.

When he knocks on the walls of the east side of the room, where the sounds are coming from, he discovers part of the wall sounds different.

When he knocks on the wall of the east side of the room, he discovers part of it sounds different.

Snake uses a Plastic Explosive to destroy the wall.

He goes through the new hole in the wall into the adjacent room.

Holly Rescued Cutscene

There inside the room is Holly.

She talks to Snake.

HOLLY
Thanks, Snake, you saved me!

SNAKE
...

HOLLY
What's wrong?

SNAKE
I... didn't think you'd be this pretty.

HOLLY
What, you thought I'd be ugly?

SNAKE
I should have met up with you sooner.

HOLLY
Snake, about Dr. Marv... I'm pretty sure he's OK.

SNAKE
Pretty sure? I thought you said you'd made contact.

HOLLY
Well, I haven't actually met him. He's under armed guard somewhere... But he sent a message by carrier pigeon. It might be some kind of clue.

SNAKE
A pigeon? ...Where is it now?

HOLLY
I found it, but it flew away just as I was about to catch it... I saw it heading up the elevator in the tower building.

SNAKE
Toward the roof?!

HOLLY
The bad guys are looking for it, too. We have to find it before they do. It's our only clue to Dr. Marv's whereabouts.

SNAKE
A pigeon hunt... What are you going to do?

HOLLY
I'd only get in your way. I want to gather a little more info. I'm starting to like this place less and less... And then this happens.

HOLLY
If this keeps up, I'm really gonna let 'em have it!

SNAKE
I see you've still got spirit... Just don't do anything crazy.

HOLLY
The enemy might be listening in, so let's change our frequency to 140.76. Ok, Snake?

HOLLY
Oh, and I made a copy of my IC card. It's card 4. Here, take it...

HOLLY
See you later, Snake... Take care of yourself.

Snake receives Card 4.

As Holly is about to leave, Snake calls out to her.

SNAKE
Holly!!

She turns around.

HOLLY
What..?

SNAKE
That's the kind of thing you would say to your boyfriend when you kiss him goodbye.

HOLLY
...Then what, Snake? ...What should I say?

SNAKE
Stay alive, and we'll meet again sometime...

HOLLY
...Deal.

Snake leaves the room, then takes a different elevator to the 30th floor.

East Elevator: 30F

Snake discovers the entire floor is wired with booby traps.

SNAKE
Wh... What is this? ...A booby trap?

RED BLASTER
That's right. A trap clever enough to catch a fox. Or should I say, a FOXHOUND?

Red Blaster appears, crawling along the ceiling.

RED BLASTER
I am Red Blaster, and you're not going anywhere. My grenades will see to it that your death is slow...and painful.

Red Blaster tosses grenades down at Snake from up high, where Snake's attacks can't reach him.

For ideas on how to fight back, Snake calls Kasler.

KASLER
Red Blaster... He's an elite assassin who likes to blow things up.

KASLER
He'll set booby traps all around to pin his target down, then use those grenades he always carries to finish the job.

KASLER
Snake, give him a taste of his own medicine! He's bound to be hiding behind a wall or something.

KASLER
But you can flush him out with a grenade of your own! ...Over and out.

Snake then calls Holly for more information.

HOLLY
Grenades? I heard there's some on the south side of the 10th floor of the tower building...See ya.

Snake disengages and heads to the 10th floor to find the Grenades.

Tower Building: 10F

Snake talks to a boy in front of the elevator.

KID F
There used to be a veranda south of here, but the passage is buried now.

Snake knocks on the south wall, discovering a part of it that sounds different.

He destroys the wall with a Plastic Explosive, creating a hole in it.

Snake proceeds through it, then talks to the boy in the passage.

KID G
South of here, I found a bunch of things that look like green pineapples.

Snake knocks on the wall, discovering yet another hidden passage, using a Plastic Explosive to destroy it and heading further south.

He uses Card 4 to open the room at the end, where he obtains Grenades.

Snake retraces his steps back to the 30th floor.

Boss Battle - Red Blaster

Snake resumes the fight against Red Blaster.

Studying Red Blaster's movements, he throws Grenades up at him, gradually wearing him down.

Snake also charges right through the booby traps, which are more of an annoyance than anything, neutralizing them.

At the end of an intense grenade battle, Snake is victorious over Red Blaster.

He can now exit through the south door, which he takes to the roof.

Tower Building: Roof

Snake climbs some stairs facing the outside.

However, he can't see a door leading to the roof.

Snake then gets another call from Holly.

HOLLY
The door to the roof is painted shut to prevent trespassers.

HOLLY
But it's jury-rigged, so you can probably blow it up pretty easily with plastic explosives...See ya.

Snake uses a Plastic Explosive to destroy the south wall, then steps out onto the roof.

Just like Holly said, he sees a pigeon flying around, but he can't catch it.

Snake decides to call Jacobsen, an animal expert.

JACOBSEN
That's a wood pigeon, specially trained to act as a carrier pigeon. Did you know there are over 260 species of pigeon in the world?

JACOBSEN
They're 40 centimeters long and are found from Europe all the way to South Asia. Dr. Marv probably brought that one with him.

JACOBSEN
Pigeons are timid, and very sensitive to noise. If you get too close, they'll sense you and fly away. Yet for all that, they're notorious gluttons.

JACOBSEN
They feed mostly on grain... I got an idea!! If you have some beans or potatoes, you can use them as bait!

JACOBSEN
I just got a large order of fries myself... Oh, right. Tough to find a burger stand out on the battlefield, eh? ...Over and out.

For further information, Snake contacts Campbell next.

CAMPBELL
If you get into trouble, give McDonnell Miller a call. He used to be our survival master. A good man to know.

CAMPBELL
He's also an idea man. Feel free to ask him anything. He'll help you think of a solution.

CAMPBELL
His frequency is 140.38...Over and out.

Snake calls Master to see if he has anything on him that would do the trick.

MASTER
You can find beans, grains, and the like inside rations. Take a look inside your B2 unit.

MASTER
It's got beans and meatballs in tomato sauce, beans and franks in tomato sauce, and beef and potato stew.

MASTER
That ought to be enough to attract a pigeon...Over and out.

Taking the advice of both experts into account, Snake equips the Ration (B2 Unit).

He then captures the pigeon after it lands.

SNAKE
Huh...? There's a piece of paper tied to the pigeon's leg.

SNAKE
HELP! WIS.

SNAKE
OhIO KIO MARV...

SNAKE
Only the H is in lowercase... Some kind of message from Dr. Marv? What could it mean?

The pigeon takes off again.

Snake raises Campbell once more for additional help.

CAMPBELL
WIS, OhIO... Maybe WIS is short for Wisconsin. And OhIO is Ohio...

CAMPBELL
Names of US states. But I thought Dr. Marv had never been to the US...

CAMPBELL
McDonnell Miller might know something about it...Over and out.

Following Campbell's advice, Snake calls Master again.

MASTER
WIS. OhIO... Only the H is lowercase? Hmm... I've got it! It's a digital number.

MASTER
You see what I'm getting at, don't you, Snake? ...Over and out.

He calls Master back.

MASTER
WIS. OhIO... Try turning it upside down. They're not letters - they're numbers. It's a clue to Dr. Marv's frequency.

MASTER
But look at it. Only the H was in lowercase. It's not a very clever code. Almost as it someone is telling you to read it upside down...

MASTER
0140.51M...Over and out.

Snake sets his radio's frequency to 140.51 and gives it a call.

MARV
Tady je Marv. Co mám dělat? Chceme jenom mír.

MARV
Děláme pouze svůj úkol. Pevně doufám, že mě zachráníte. Můj přĭteli.

MARV
Drahý přĭteli!

SNAKE
...What's he saying...? I can't understand a word. Better ask Madnar.

Snake contacts him.

MADNAR
Marv can only speak Czech and Slovakian. He's also the wary type, and especially so in his current predicament.

SNAKE
What about you, Madnar?

MADNAR
I can only speak Russian and English... Wait, I've got it! Gustava can speak to him!

SNAKE
Gustava? ...Is that the STB woman who was protecting you?

MADNAR
She'll be able to understand him, and Marv trusts her as well.

SNAKE
Is this Gustava still alive?

MADNAR
Not to worry. Gustava is no ordinary woman. She is a seasoned professional.

MADNAR
When we were captured, she alone managed to steal an enemy uniform and escape.

MADNAR
No doubt she's hiding somewhere inside Zanzibar Land, waiting for her chance.

SNAKE
Does she have a radio?

MADNAR
No, it was taken away right after we were captured... The only thing I know is that she's wearing an enemy uniform.

SNAKE
There must be some kind of clue I can use...

MADNAR
Here's your clue: she's a woman. Don't be fooled by her enemy disguise... There are no woman soldiers in this fortress.

MADNAR
That's all you need to know.

MADNAR
Gustava is a woman. Why not set up an ambush someplace that only a woman would go? Like the ladies' restroom...Over and out.

Snake remembers what Holly said to him about the ladies' restroom.

Snake heads for the Zanzibar Building.

Zanzibar Building: B2F - B3F

Snake uses the first-floor basement water channel to return to the Zanzibar Building.

He also uses the Card 4 he got in the Tower Building to pick up invaluable equipment like the Remote-Control Missiles (RC Missiles) and the Night-Vision Goggles.

Snake moves toward the fourth floor, where the ladies' restroom is located.

Zanzibar Building: 4F

Snake opens the door on the west side of the elevator hall with Card 4, then proceeds carefully.

He talks to a girl in one of the rooms.

KID H
There's only one bathroom here. It's on the southeast side of this floor... But I'm too scared to go there at night....

On his way to the southeast area, Snake walks into a pitch-black room with no lights on.

Snake equips the Night-Vision Goggles he picked up, using them to find his way through the room.

He also talks to a girl in the room.

KID I
There's a bunch of soldier mannequins in there.

After continuing south, Snake arrives at a room that indeed contains a lot of soldier mannequins lined up.

There are real soldiers mixed in among them, but Snake fights them off as he advances.

Past the mannequin area, Snake reaches a spacious messroom.

He hides under a table as he surveys the area.

After a bit of waiting, a guard appears and heads for the restrooms.

Snake follows the guard over there.

He hides behind some plants in front of the restrooms as he watches the guard.

They enter the ladies' restroom.

Snake follows the guard in, only to discover a woman wearing not a military uniform but civilian clothing.

Section 3: Locate Dr. Madnar

Meeting Gustava Cutscene

Snake talks to the woman.

SNAKE
Gustava?

GUSTAVA
...Yes, that's me... I am Gustava Heffner of the STB.

GUSTAVA
And you must be Solid Snake... We're after the same thing. Why don't we work together to save Dr. Marv?

SNAKE
...Have we met somewhere before?

GUSTAVA
Hm. Typical western man. Always ready with a pick-up line...

SNAKE
Now I remember! You're Gustava Heffner, the Ice Princess. You took the gold at the Calgary Olympics.

GUSTAVA
...You must be mistaken.

SNAKE
I don't think so. I know I've...

GUSTAVA
Enough of this! What about Dr. Marv?

SNAKE
I made contact with him over the radio, but he doesn't speak English.

GUSTAVA
Then he's safe... Good. I'm glad he had that surgery to implant the microtransmitter. Snake, lend me your radio...

SNAKE
The frequency is 140.51.

Gustava contacts Marv, and the radio window appears.

GUSTAVA
Tady je Gustavá.

MARV
Marv.

GUSTAVA
Pane doktore! Jak se cítíte?

MARV
Děkuji. Cítím se dobrě. Gustavá. Vypadáte velmi dobrě.

GUSTAVA
Kde jste? Pane doktore?

MARV
Na severu věžáků je rozsedlina. Za ní mají koncentrák. Tam jsem.

GUSTAVA
Určitě Vás zachráníme.

MARV
Jsem vděčný. Děkuji.

The radio window closes.

GUSTAVA
Snake, Dr. Marv is safe... for now. He says there's a large crevice to the north of the tower building. The prison is on the other side.

GUSTAVA
Dr. Marv also expressed concern about Dr. Madnar.

SNAKE
Don't worry. Madnar is safe. Right now, we have to get Marv out of there... Got it?

Gustava moves to the elevator located in the restroom.

GUSTAVA
I know a shortcut to the crevice. There's an old sewer running under here. We can take that elevator down. Let's go.

SNAKE
Whoa! There's an elevator there? What do you know...

Snake rides the elevator with Gustava down to the third-floor basement.

Zanzibar Building: B3F

Snake and Gustava avoid the security robots patrolling the floor as they head for the elevator on the west side and get on it.

Dr. Madnar Rescued Cutscene

Snake and Gustava get off the elevator on the first floor, where they find Dr. Madnar being held.

MADNAR
Oh! ...Gustava! Snake!

GUSTAVA
Doctor, you're all right!

SNAKE
...You've lost some weight, Madnar...

MADNAR
And you haven't changed a bit, Snake.

GUSTAVA
Snake, we must hurry! Dr. Marv is waiting!

MADNAR
You mean Marv is still alive?

MADNAR
I thought I could escape through this passageway, but the elevator wouldn't open from the inside.

SNAKE
Gustava, you and the doctor get behind me. We're moving out!

MADNAR
No, wait! Snake, I have something to give you.

MADNAR
I swiped it from a guard... It's card 5.

GUSTAVA
Lead the way, Snake. I'll follow you.

They take the elevator back to the third-floor basement, then use Card 5 to open the door on the north side.

Zanzibar Building: B3F

As the three of them take a passageway north, Dr. Madnar calls out to Snake.

Gustava's Reflection Cutscene

MADNAR
Snake, wait! I can't go on... I must rest a little...

GUSTAVA
Snake...?

SNAKE
All right... we'll take a short break.

MADNAR
Please excuse me. I... have some business to take care of.

Madnar walks away. Snake and Gustava sit down and start talking.

GUSTAVA
...How odd...

SNAKE
Give the guy a break. He's an old man. He can't hold it like he used to.

GUSTAVA
No, I mean us... A world-renowned scientist, a former Olympic athlete, and an ex-special agent, trudging together through a sewer...

SNAKE
...Fate can be funny sometimes.

GUSTAVA
Fate? Yes... perhaps you're right...You know, when I was a little girl, my mother used to tell me stories.

GUSTAVA
About Poland during World War II... about the Warsaw uprising. My mother spent days in the sewers under the city fleeing from the Nazis.

GUSTAVA
Her skin and clothes were caked black with mud... You could not even see her face... My mother and I are much alike. We are both haunted by war.

SNAKE
...Gustava, why'd you quit skating and join STB? You'd think an Olympic medalist would get the royal treatment, even in the East.

GUSTAVA
...Not exactly. It was something about the ice... It felt... cold.

SNAKE
The ice...?

GUSTAVA
Snake, are you married?

SNAKE
...No, I don't have a family. You?

GUSTAVA
I'm all alone... And it's not because I like being single, either. Perhaps I simply never had the chance.

SNAKE
What about a boyfriend?

GUSTAVA
...Once... only once... I thought about getting married. It was back when I was still skating.

GUSTAVA
I was deeply, madly in love... It still hurts to think about it. He was a Western man. His name was Frank Hunter.

GUSTAVA
He was handsome, well-mannered, intelligent... But always afraid.

GUSTAVA
I would have thrown it all away for him. My family, skating, everything... I would have followed him anywhere.

SNAKE
You would have defected?

GUSTAVA
Yes... But it was not to be. The West rejected my bid for asylum at the last minute. Some sort of political reasons... I still don't understand.

SNAKE
They probably just didn't have room for you. It happens all the time.

GUSTAVA
Ever since, my family and I have lived a nightmare... We lost our right to compete, were branded as refuseniks... I had no choice but to go into STB.

GUSTAVA
But I have no regrets. When I was on the ice, I knew only the ice. Now I know so much more... I've even killed a man.

SNAKE
What about him? Did you ever...?

GUSTAVA
I never saw him again... Our Berlin Wall was too high for either of us to climb.

MADNAR
Hello again! Sorry to keep you waiting.

Dr. Madnar returns.

SNAKE
That was some bathroom break.

GUSTAVA
...Let's go, Snake.

Snake and Gustava stand, and the three of them continue north.

At the end of the passageway is an elevator, which they take to the surface.

Crevice

Snake calls Campbell to get some information on their current whereabouts.

CAMPBELL
Use a mine detector in a minefield to display the mines on the radar. You can pick up the mines by crawling over them...Over and out.

Snake uses the Mine Detector to carefully avoid the Mines.

He, Gustava, and Madnar come to a bridge over a deep crevice.

Gustava's Death Bridge Cutscene

SNAKE
A bridge!!

GUSTAVA
We can only cross it one at a time.

MADNAR
Let me go first. I haven't got long to live anyway. No one will miss me if I fall.

MADNAR
It's all right! You can come across!

Dr. Madnar crosses the bridge first.

GUSTAVA
OK, I'll go next... See you on the other side.

Gustava gets halfway across, then turns and looks back.

GUSTAVA
It's safe, Snake! Hurry and cross over!

Just as Snake is about to set foot on the bridge, however, a missile comes flying out from nowhere and strikes the bridge.

SNAKE
Gustava!!

The blast throws Gustava from the bridge back near Snake.

He rushes over to her.

SNAKE
...Gu.. Gustava...

GUSTAVA
...Ah... Snake...

GUSTAVA
I knew I couldn't do it... couldn't find my footing off the ice...

GUSTAVA
I was always skating around... I never learned to plant my two feet on the ground and walk...

SNAKE
The ice is starting to thaw between the East and West. Gustava, it's time to start planting your feet on the ground... take control of your life and start living!

SNAKE
Gustava... don't give up now...

GUSTAVA
It's too late for me... I've seen enough people die already to know... that I'm beyond saving.

GUSTAVA
...Just my luck. Just when I'd met someone wonderful again...

SNAKE
I would have liked to see you skate again.

GUSTAVA
Th... thank you... Take this... it's card 6. And this... it's my brooch. To use it, you...

SNAKE
How? How do I use it?

GUSTAVA
I... can't... hold on...

Gustava closes her eyes.

Snake obtains Card 6.

GUSTAVA
...Frank...

MADNAR
Snake!!

Dr. Madnar yells from the other side of what remains of the bridge.

MADNAR
SNAKE!!

Enemy soldiers appear behind Madnar and take him away.

As they leave, Metal Gear D appears.

SNAKE
...Metal... Gear?

FOX
Snake!! It's me. Gray Fox!

SNAKE
Gray... Fox...

FOX
This bridge is closed!! I'm taking Madnar with me!

FOX
Tell you what, Snake. For old times' sake, I'll do you a favor and let you live, IF you get your sorry carcass out of here! ...You hear me? Go home! Now!

FOX
Think it over, Snake... Ha ha ha ha!

Fox leaves in the Metal Gear.

Snake runs up to the bridge and shouts across to the other side.

SNAKE
Fox! You won't get rid of me that easily!

Just as Snake starts to come back the way he came, he gets a call from Holly.

HOLLY
Snake, you remember the veranda in the tower building they use for parachute jump training?

HOLLY
If you have a hang glider, you can jump from there straight over the crevice.

HOLLY
There should be a hang glider on the east side of the 1st floor of the Zanzibar building.

HOLLY
I saw it once at Thanksgiving...See ya.

Snake heads back to the Tower Building.

He uses Card 6 to get inside.

Tower Building: 1F - B1F

Snake uses the central elevator to descend to the first-floor basement, taking the water channel back to the Zanzibar Building.

Zanzibar Building: B2F - 4F

Entering the building from the second-floor basement, Snake goes around the different floors, using Cards 5 and 6 to pick up useful gear, including the Oxygen Tank and the Mouse.

He talks to a girl in a room on the fourth floor.

KID J
Wanna know a secret?

KID J
You know Gustava's brooch? It changes shape when you put it in the sauna or the freezer.

Snake heads for the freezer to change the shape of Gustava's brooch.

He enters it, takes out the Brooch, and waits.

Before long, the Brooch has turned into what looks like a key.

Snake leaves the freezer.

Snake takes the elevator back to the first floor, then uses Card 6 to open the double doors.

He picks up the Hang Glider in the room at the end, then returns to the second-floor basement and uses the water channel to return to the Tower Building.

Tower Building: B1F - 19F

Snake contacts Holly again to hear more about the Tower Building.

HOLLY
The tower building is 600 meters tall. You can go to the basement floor, floors 1, 10, 20, and 30, and the roof (R).

HOLLY
There's a north facing veranda on the 20th floor...See ya.

Snake calls Holly back to get even more information.

HOLLY
There are three elevators in the tower building. The north elevator stops at floors 1 and 10.

HOLLY
The central elevator stops at floors B1, 1, and 20. The south elevator stops at floors 1 and 30...See ya.

Snake gets on the central elevator, headed for the 20th floor parachute drop training veranda.

But the elevator comes to a sudden stop at the 19th floor, and Snake is contacted by Fox.

Boss Battle - The Four Horsemen

FOX
Snake!

FOX
Snake! ...It's me, Gray Fox.

SNAKE
Fox!

FOX
You should have listened to my warnings, Snake. Now I'm afraid our friendship is at an end.

FOX
That elevator is going to be your tomb.

SNAKE
What?!

FOX
Do you hear that sound? That's an assassination team. They specialize in confined spaces...

FOX
I'm sure you'll put up a good fight.

SNAKE
The ceiling---!!

FOX
It was nice talking to you one last time, Snake... Over and out.

Enemies appear from all four sides of the elevator ceiling and attack.

FOUR HORSEMEN
We are the Four Horsemen, a top-secret assassination squad.

FOUR HORSEMEN
We get our orders directly from the President.

FOUR HORSEMEN
Consider this an honor... we only fry the big fish!

Snake calls Kasler for intel on the Four Horsemen.

KASLER
The Four Horsemen... A assassination squad assembled from former SAS, GSG9, and UDT, specializing in enclosed spaces.

KASLER
They're all seasoned veterans who'll kill a man without blinking an eye. You'd be crazy to try and take 'em all on at once.

KASLER
Best to pick 'em off one by one instead...Over and out.

The Four Horsemen jump down from the elevator ceiling and attack, jump back up, then repeat this.

As he withstands the foursome's fierce assault, Snake places Mines at their landing points, taking them out one by one.

After defeating all members of the Four Horsemen, Snake obtains Card 7.

The elevator begins a sudden descent, and stops at the first floor.

Tower Building: 1F - 20F

Snake contacts Holly for more information on the Tower Building.

HOLLY
I'm pretty sure there's a spiral staircase between floors 10 and 20. It's kind of a steep climb, but hey, you need the exercise...See ya.

Snake gets on the north elevator and takes it to the 10th floor.

After getting off the elevator and knocking on the west wall, he discovers it sounds different from the others.

Snake blows it open with a Plastic Explosive, then heads through the hole.

On the other side of the door at the end of the passage is the spiral staircase, but multiple guards appear.

Snake avoids all the enemies and traps that have been set as he makes his way up to the 20th floor.

He uses Card 7 on the door at the end and heads back inside.

Snake talks to a boy in a room on the 20th floor.

KID K
That veranda was made for parachute jumps.

KID K
But if you had a hang glider... I bet you could jump even farther!

After reaching the veranda past the north passageway, Snake is once again contacted by the man calling himself his number one fan.

???
It's me. Your number one fan. You can only jump from there when the wind's blowing north.

???
It usually blows south, but sometimes it changes, just for an instant.

???
That's your chance. Don't miss it. Keep up the good work.

Snake moves toward the drop point to the north. He lights a Cigarette in order to check wind direction.

The instant a northerly wind begins to blow, he leaps from the veranda in the Hang Glider.

Highland

Snake flies over the ruins of the bridge destroyed in the missile strike, landing on the north side of the crevice.

He calls Campbell for the latest.

CAMPBELL
I'm changing my frequency. I'm sending the new frequency by tap code. You'll have to decipher it...Over and out.

Campbell's new frequency is 140.24.

Heading west, Snake uses Card 7 to open a door near two trucks and heads inside.

Boss Battle - Jungle Evil

Snake finds himself in a bizarre area, one covered with tall grass.

From out of the grass appears a man with a weapon at the ready.

JUNGLE EVIL
I've been waiting for you, Snake! I am Jungle Evil, the undisputed master of the jungle ambush.

JUNGLE EVIL
Let's see whether you're a real snake or not!

Snake gives Kasler a call for some intel on Jungle Evil.

KASLER
Jungle Evil... A former hunter from Rex Command. He's an expert in jungle guerilla combat.

KASLER
In the jungle, he's more beast than man. They say he wiped out two entire companies on his own in Vietnam and Yemen...Over and out.

Jungle Evil moves around, hidden in the grass, laying down a barrage of fire the moment he appears.

Snake himself crawls through the grass, retaliating by throwing Grenades over cover.

After some fierce fighting, Snake triumphs over Jungle Evil and gets Card 8.

He uses it to open a door in the northwest part of the area and presses on.

Biological Research Lab (Bio Lab)

Here Snake finds a building that has the appearance of a lab.

Snake searches the unmanned building, avoiding surveillance cameras and various sensors. He acquires two Eggs.

He heads back out and calls Jacobsen for information on the Eggs.

JACOBSEN
From what you're telling me, I can tell it's some kind of egg. Either a reptile egg or a bird egg...

JACOBSEN
Which reminds me. When you're boiling an egg, you've got to time it just right, so that it doesn't burst on you...Over and out.

After a period of time, an owl hatches from the Egg Snake got from the west side room of the bio lab.

Meanwhile, a snake hatches from the Egg Snake got from the east side of the lab.

Snake contacts Jacobsen for information on the owl.

JACOBSEN
That's a Zanzibar wood owl. As I'm sure you know, owls are nocturnal hunters. There are about 120 species found throughout the world.

JACOBSEN
The Zanzibar wood owl is about 20 centimeters long, and is found primarily in Central Asia.

JACOBSEN
It lays white eggs every 2 to 7 days. Incubation is carried out exclusively by the female. With genetic modifications, the eggs can hatch in a few days.

JACOBSEN
Because that owl is nocturnal and because it always hoots right after sunset, people in Zanzibar Land use it to tell the time.

JACOBSEN
In fact, they rely on the owl so much that if one of them hoots during the day, people will think it's nighttime...Over and out.

·If calling Jacobsen after the snake has hatched

JACOBSEN
That's probably a type of boa. It's nocturnal and has a gentle disposition. But it's a snake, and snakes love to eat. It'll eat just about anything.

JACOBSEN
I bet it'd love to eat your rations. Better get rid of it quick. Use the Punch Button to let it go.

JACOBSEN
When the snake reaches the egg's shell, let it go...Over an out.

·If calling Master after the snake has hatched

MASTER
You probably already know this, but snakes are a very good source of food.

MASTER
To eat a poisonous snake, cut off the head, take out the internal organs, peel off the skin, and grill the meat.

MASTER
Snakes are full of parasites, so you should cook them thoroughly before eating....Over and out.

(The hatched snake can be disposed of by pressing the Punch Button when it moves over the eggshell.)

Snake heads back through the area where he fought Jungle Evil, then heads east along the crevice.

Detention Camp Entrance

Snake reaches the Detention Camp, but a laser fence prevents him from entering it.

He speaks to a boy in a building to the west, hoping to find out how to get inside.

KID L
Know what? At night, they turn off the power. So all the laser fences get turned off, too.

KID L
Then we get to play inside, as long as the grown-ups don't catch us.

Snake then speaks to a girl in the same building.

KID M
I hear owls at night... It's so scary. I can't sleep.

Snake equips the Egg for a bit in order to hatch it.

·Once the Egg hatches and becomes an owl

Snake waits near the Detention Camp entrance until the owl hoots.

Snake waits near the Detention Camp entrance until the owl hoots.

This process requires the player to equip the Egg after the owl hatches from it and then wait.

A guard, hearing the hoots, thinks it's nighttime.

SOLDIER
Damn! I'm going to be late!

He turns off the laser fence.

Snake sets foot in the Detention Camp.

Boss Battle - Night Fright

Snake heads for the detention facility on the north side of the camp, careful to avoid watchful eyes.

Once inside, he takes the elevator down to the third-floor basement.

After it steps out of the elevator, he gets another call from the man calling himself Snake's fan.

???
It's me... your number one fan. Snake, watch yourself.

???
You've got company - Night Fright, the last surviving member of the Whispers... You know, the legendary guerilla unit.

SNAKE
Night Fright...

???
He's wearing a state-of-the-art camouflage suit that makes him practically invisible.

???
Not only that, he'll attack you with a gun that's completely silent.

???
No one has ever seen his face. You know what you have to do, right??

SNAKE
Lucky me... I've got a fan club.

???
Use your ears, Snake! ...Over and out.

The moment the call ends, Snake is attacked by an invisible enemy.

He calls Campbell for ideas.

CAMPBELL
Listen to his footsteps. Use them to figure out where he is. There are four types of floors in there, and four kinds of footstep sounds.

CAMPBELL
When the enemy shoots at you, aim for the muzzle flash. He's bound to be there...Over and out.

Snake contacts Kasler next for additional information.

KASLER
Night Fright? Snake, did you just say "Night Fright"?! You have no idea just how much trouble you're in.

KASLER
He's the last surviving member of the Whispers, a legendary guerilla unit. In a jungle fight, he even puts the Green Berets to shame.

KASLER
He's got the latest in camo technology. In fact, NOBODY's ever seen him.

KASLER
And that includes me! That's why they call him the Phantom Assassin.

KASLER
Snake, I think your luck has just run out...Over and out.

Snake squares off against Night Fright, using the sounds of his footsteps and the muzzle flash of his weapon to guess his position.

Taking advantage of all the cover in the room, Snake fires RC Missiles at the positions he expects Night Fight to be at.

After a grueling fight, Night Fright falls, unseen in death as he was in life.

Snake continues on, through the door to the north that opened automatically.

Detention Camp: B3F

However, there are puddles of sulfuric acid in the passageway, preventing Snake from advancing.

He calls Master for advice.

MASTER
How to deal with sulfuric acid? Hmm, let's see... You could neutralize it if you had something with caustic soda in it...

MASTER
I got it! ...You got any chocolate on you? That ought to do the trick.

MASTER
Sulfuric acid reacts with the sugar in chocolate to produce carbon and a rubbery substance, C12H22O11... table sugar.

MASTER
See if you can find some chocolate...Over and out.

Snake calls Master back for further advice.

MASTER
You know, I'll bet you could find some chocolate in a ration. Take a look inside your B1 unit.

MASTER
It's got chocolate in it. Use it to react with the sulfuric acid...Over and out.

Heeding Master's words, Snake uses his supply of Ration (B1 Unit) to neutralize the acid as he makes his way forward.

He reaches the door at the end, only to find none of his cards will open it.

With no other choice, Snake heads back to the area he was just in.

Before he can make it there, however, he gets yet another call from the man calling himself one of Snake's fans.

???
You should be able to get card 9 from Jungle Evil!

SNAKE
Don't you mean card 8? He only had card 8.

???
No, he was in charge of cards 8 AND 9.

???
He must have dropped it somewhere. Check the area he was in! The card should be there. Keep up the good work.

Snake heads back to where he fought Jungle Evil.

Highland – Detention Camp: B3F

Snake searches every corner of the area where he fought Jungle Evil, eventually discovering Card 9.

He returns to the third-floor basement of the Detention Camp, where he uses the new card to open the door from before, then heads inside.

Section 4: A Rematch With an Old Face

Boss Battle – Dr. Madnar

The room is empty, save for a man in a lab coat lying on a bed, and Dr. Madnar standing next to him.

MADNAR
Ah! ...Snake, you're too late. He's already passed away.

MADNAR
His heart couldn't take it anymore.

Snake rushes over.

SNAKE
Wait... what's that bruise on his neck?!

MADNAR
Not to worry, Snake. Marv may be dead, but the plans for OILIX are safe.

MADNAR
Marv was a very careful man. He left behind a copy of the plans in case of emergency.

MADNAR
He had a reputation as a video game enthusiast. He even used to have them shipped to him from the West every month.

MADNAR
A few days ago, he hid some microfilm in the circuit board of one of his game cartridges.

MADNAR
It was an MSX cartridge, made by a Japanese company called Konami.

SNAKE
MSX... That's the world's best-selling brand of computer, isn't it?

MADNAR
Then, he hid the cartridge inside that locker.

SNAKE
Where's the key?

MADNAR
I don't know... I couldn't get it out of him. I mean... He never told me!

Snake gets a call from Holly.

HOLLY
Snake! You're in danger!!

SNAKE
Holly! What's wrong?

HOLLY
Snake, it's Madnar... I thought there was something strange about him, so I had the Agency check him out.

HOLLY
After he was rescued from Outer Heaven... apparently things didn't go well for him.

HOLLY
His radical theories were rejected in the West.

HOLLY
He was dismissed as a madman and shut out from the scientific community. And as time went on... he was forgotten.

HOLLY
Madnar wasn't exactly happy with the scientific community, either. He must have been searching for some way to get back at them.

HOLLY
...That's when Zanzibar Land talked him into becoming a double agent.

HOLLY
He'd use his status as a scientist to feed technological secrets from East and West to Zanzibar Land...

SNAKE
And, Dr. Marv's disappearance...?

HOLLY
Right. The timing is too perfect. Madnar must have given them every detail of Marv's itinerary in the U.S.

SNAKE
Madnar was after OILIX all along. That's why he wanted to go to America with Marv.

Hearing Snake's conversation with Holly, Dr. Madnar begins to speak.

MADNAR
I'm afraid you've got me, Snake.

MADNAR
I gave up everything to be a part of your world... Even the country I was born and raised in...

MADNAR
But your world had nothing but contempt and abuse for me.

MADNAR
I just wanted... to finish Metal Gear!

MADNAR
It is the culmination of all my life's work in robotology.

MADNAR
But your politicians were only interested in nonsense like SDI, NEDW, and brain bombs!

MADNAR
I passed on the scientific secrets of the East and the West to Zanzibar Land...

MADNAR
And in return, they aided me in my efforts to improve Metal Gear.

SNAKE
Madnar, did you kill Dr. Marv?

MADNAR
...Yes! He would not share the secret of OILIX with me!

MADNAR
And it was I who caused Gustava's death on the bridge by contacting Fox from the sewer!

SNAKE
The bathroom break...!

MADNAR
Snake, I know Marv - no, Gustava - gave you the key to the locker! Give it to me!!

Madnar quickly slips behind Snake and starts to strangle him.

The doctor has Snake pinned, preventing him from getting away.

SNAKE
I... can't breathe...

Snake tries whatever he can think of as he fights back, like setting Plastic Explosives, turning around, and detonating them so Dr. Madnar takes the damage.

Madnar is tenacious, but Snake's efforts finally get the better of him, and he collapses to the ground.

Snake uses the Brooch, the shape of which he changed earlier, to open the locker door in the room.

He goes inside, then crawls through a hole in the back wall.

In there, Snake finds a swarm of rodents crawling all over the floor.

He calls Jacobsen to get information on them.

JACOBSEN
Well, that sounds like the highly poisonous Zanzibar hamster. There are 1,183 different species of mice in the world.

JACOBSEN
Hamsters are rodents, belonging to the mouse family. They grow to be about 25 to 28cm long, and are found across northern Eurasia, and in Iraq.

JACOBSEN
That variety was probably bred to be a house pet. House mice are very cautious creatures. They won't come out of their nests with humans around.

JACOBSEN
Their favorite food is cheese... That's it! Cheese! You can use cheese as bait! Do you have any on you?

JACOBSEN
Too bad you're not here. I just ordered a pizza myself...Over and out.

Snake reaches out to Master for additional info.

MASTER
Cheese, huh... You probably already know this, but the B3 ration has cheese in it.

MASTER
Just the thing to attract rats, don't you think?

MASTER
By the way, I know a restaurant that serves a killer cheese fondue... I'll have to take you there sometime...Over and out.

Snake leaves the space behind the locker and equips the Ration (B3 Unit) to lure the hamsters to him.

He waits on the other side of the hole and shoots the hamsters one by one with his Handgun as they emerge.

Snake then crawls back through the hole and picks up the Cartridge.

He returns to the room Dr. Madnar was in, only for him to speak to Snake, still lying on the ground.

MADNAR
S... Snake...

MADNAR
Snake... he'll never let you get away.

MADNAR
He'll use it... he'll use Metal Gear.

MADNAR
I have one last gift... for my daughter Ellen..

MADNAR
I'll tell you... how to destroy it.

SNAKE
How to destroy the new Metal Gear?

MADNAR
Try as I might, I could not reconcile East and West in my heart of hearts.

MADNAR
But Ellen is different. Snake... you must do this for Ellen, the daughter I left behind.

SNAKE
How do I destroy Metal Gear?

MADNAR
The armor is thinnest on the legs... Use grenades on the legs. It is the only way...

Suddenly, a trapdoor opens beneath Snake, and he starts to fall.

The room he finds himself in has a door on all four sides.

FOX
The final delusion of a senile old man. There's no way to destroy this Metal Gear, Snake!

SNAKE
Fox!! ...Where are you?

FOX
Come and find out, Snake. Go through the front door!

Underground Base

Snake picks up Grenades and other gear in the rooms to the east and south, then proceeds through the large double doors to the north.

Boss Battle - Metal Gear D

Metal Gear D slowly reveals itself as its footsteps thunder toward Snake.

FOX
Snake...I'm not the same as I used to be. And neither is Metal Gear.

FOX
I'll show you what fear really is. Prepare to taste defeat!

Metal Gear D comes at Snake with blistering attacks, led by its homing missiles.

He dodges these while fighting back by tossing Grenades at the machine's legs.

At the end of a breathtaking back-and-forth battle, Snake emerges triumphant.

A massive explosion ensues, and the remnants of Metal Gear D are thrown in all directions.

In the process, however, Snake's clothing catches on fire.

FOX
The cartridge is mine, Snake! ...Burn in hell!

Fox goes running off.

Snake then gets a call from Campbell.

CAMPBELL
Snake! Your items are on fire! Throw away all your weapons and equipment! Quickly! Use the Punch Button!

Snake sheds all his weapons and items, and the flames go out.

He goes back to the room he was in before, then heads throw the west door, which is now open.

Boss Battle - Gray Fox

Fox stands alone in the dimly lit room.

SNAKE
Where am I?

FOX
The perfect ring for our final battle.

The lights come on.

FOX
It's been a while, Snake... Here we are, back in the minefield... What say we go at it hand to hand!

SNAKE
A chicken fight?

FOX
The two greatest rivals in FOXHOUND... I've been waiting for this moment for a long time.

SNAKE
Fox! I'll beat some sense back into you!

FOX
Snake! It's time for you to learn why they call me Fox!

Right as Fox comes charging at Snake, he gets a call from Kasler.

KASLER
Gray Fox... Real name, Frank Jaeger. Former member of FOXHOUND.

KASLER
He was the last man to hold the title of Fox in the Big Boss era. Decorated five times...

SNAKE
Yeah, I know all about how good he is... Better than anyone else. I fought with him.

SNAKE
He's a cold-blooded hunter. He never lets his prey escape. Everybody in the unit respected him. Looked up to him.

KASLER
That may be, Snake... but do you know about his past? It might help you out...

KASLER
10 years ago, we in the mercenary trade knew him as Hunter. That's what Jaeger means in German.

KASLER
Back then, he was involved with some woman from the Eastern bloc.

KASLER
He tried to get her to come over the fence, but it all fell through.

KASLER
Apparently the West wasn't interested in taking her. That's when Frank started to hate the politicos.

SNAKE
What was the woman's name?!

KASLER
She was an Olympic skater. Name was Gustava Heffner... Real fine woman. Movie-star type.

SNAKE
G... Gustava...Heffner?!

KASLER
Snake! If you manage to beat Fox... I'll tell everyone that Solid Snake is the greatest mercenary in the world.

KASLER
...Over and out.

Snake remains as still as possible to avoid the Mines, studying Fox's movements and throwing every punch he can.

Fox is quick, but Snake has perseverance, as he continues to attack Fox as he hunts for victory.

But at the end of a long battle where a fist is the only weapon, it is Snake who is the winner.

Fox collapses, and the room becomes dark.

With his last ounce of strength, Fox opens up to Snake.

FOX
Snake...Looks like it's finally time for me to give up the title of "Fox".

SNAKE
Fox... why?

FOX
I'm not like you, Snake... My situation is more... complicated.

FOX
Big Boss might have been just another CO to you, but he saved my life - twice. This was way before I joined the unit.

FOX
The first time, I was a half-breed living in Vietnam... It was after the war, and half-whites were being sent into forced labor camps.

FOX
He saved me from that living hell. Just like he saved all the children here...

FOX
The second time was in Mozambique. I was being tortured as a RENAMO soldier, and he saved me again. They'd cut off my ears and my nose...

SNAKE
And this is your idea of paying him back?!

FOX
No, you've got it wrong. I hate war. Just like all the kids here. But... I need it.

FOX
War is all we know. We can't make it in the normal world. We need the battlefield to survive.

FOX
Big Boss gives us a place to fight. Conflict is in our blood. We can't deny it.

FOX
I was born on the battlefield... And I'll die on the battlefield. All I can do is fight, Snake... all I can do is fight.

FOX
Making people happy... making a woman happy... is something I could never do.

SNAKE
You mean...

FOX
Guess I was always fated to die in action.

SNAKE
Rest easy, Fox. I swear I won't turn out like you.

FOX
Won't turn out like me... I'll have to remember that. ...Fight hard, Snake. ...Don't let your fans down.

SNAKE
My fans?! ...It was you, wasn't it? ...You were the voice on the radio!

FOX
Call it payback for being so selfish... See you on the other side, Snake.

SNAKE
You won't be alone, Frank. Gustava is waiting for you.

FOX
...Gustava...

FOX
...Thank you... Snake...

Having breathed his last, Gray Fox's body explodes.

Snake discovers the Cartridge where Fox fell.

When he picks it up, he hears a voice call out to him.

???
Over here, Snake!

Snake heads in the direction of the voice.

???
Over here, Snake!

Boss Battle - Big Boss

Waiting for Snake is a man he thought he had killed—Big Boss.

Stunned, Snake opens his mouth.

SNAKE
Big Boss... you're alive?!

BIG BOSS
Snake... Welcome to Zanzibar Land... I knew you'd come back to me.

SNAKE
I came to get rid of the nightmares I've been having for the past three years.

BIG BOSS
The nightmares? They never go away, Snake. Once you've been on the battlefield, tasted the exhilaration, the tension... it all becomes part of you.

BIG BOSS
Once you've awakened the warrior within... it never sleeps again. You crave ever bigger tensions, ever bigger thrills.

BIG BOSS
As a mercenary, I'd think you would have realized that by now.

BIG BOSS
You care nothing for power, or money, or even sex. The only thing that satisfies your cravings... is WAR!

BIG BOSS
All I've done is give you a place for it. I've given you a reason to live.

SNAKE
I never would have made you for such a hypocrite, Big Boss...

BIG BOSS
You saw those children, didn't you? Every one is a victim of a war somewhere of the world. And they'll make fine soldiers in the next war.

BIG BOSS
Start a war, fan its flames, create victims... Then save them, train them... And feed them back onto the battlefield.

BIG BOSS
It's a perfectly logical system. In this world of ours, conflict never ends. And neither does our purpose... our raison d'etre.

SNAKE
So there's plenty of job opportunities... Is that what you're trying to say?

BIG BOSS
On the battlefield, you and I are valuable commodities. But back "home", we're nothing but dead weight.

BIG BOSS
If we're lucky, we might get the attention of some two-bit journalist from a cheap tabloid.

BIG BOSS
You and I are doomed to remain here until we die like dogs on the battlefield.

SNAKE
...I've only got one fight left. To free myself from your grip, to rid myself of these nightmares... Big Boss, I will defeat you!

BIG BOSS
It doesn't matter who wins here. Our fight will continue. The loser will be liberated from the battlefield, and the winner will remain.

BIG BOSS
And the survivor will live out the rest of his days as a soldier.

SNAKE
It doesn't have to be that way. I'm not like you. I love life!

BIG BOSS
Very well, Snake. I'll release you from your suffering. As your former commander, I'll do you one last favor... and put you out of your misery.

SNAKE
I don't need any more favors from you!

BIG BOSS
Really?... And just how do you expect to beat me in your condition? With no weapon?

SNAKE
Never give up. Fight until the end. Always believe you will succeed, even when the odds are against you. ...Those are your words.

BIG BOSS
Even I make mistakes from time to time.

BIG BOSS
Snake! This will be our final battle... Let's end this once and for all!

Big Boss comes at Snake.

He calls Campbell.

CAMPBELL
Snake! Big Boss is no longer your CO! He's just another madman! Got that? Put aside your personal feelings.

CAMPBELL
Stay focused! You can't afford to lose this battle! There's nothing more we can do for you.

CAMPBELL
The whole world is counting on you, Snake! Good luck! ...Over and out.

Snake then calls Master for more information.

MASTER
Snake, that guy is a monster. You can't beat him with just your fists. Use your head! Isn't there something you can use as a weapon?

Snake searches all the rooms in the area for anything he can use as a weapon, all the while dodging Big Boss's attacks.

Snake picks up the Lighter and the Spray.

He contacts Master again.

MASTER
If you have a lighter and a spray can, you can make a pretty good flamethrower.

Snake equips the Lighter and the Spray, creating an improvised flamethrower.

Now finally armed with a weapon, Snake calls Kasler before the final showdown.

KASLER
Big Boss...

KASLER
There's not a mercenary in the world who hasn't heard of him. He's a like a god, a living legend.

SNAKE
I already know all that! I need new information!

KASLER
OK, OK... but this is only a rumor, understand? Three years ago, when Outer Heaven fell, Big Boss was seriously wounded. He almost died...

KASLER
He lost both hands, both feet, his right eye, and his right ear. But somehow... he survived.

KASLER
Then an Eastern bloc despot took an interest in him. Probably couldn't resist getting his hands on a soldier of Big Boss's caliber.

KASLER
They decided to use Big Boss as a guinea pig in Madnar's Snatcher project.

KASLER
I don't know the details, but apparently it involved turning him into a cyborg. Now he's half man and half machine. Hard to believe, I know.

KASLER
But if it's true, Snake, you're way out of your league. None of your techniques is going to so much as put a scratch on him.

KASLER
Snake... give it up... There's no way you can win this time...Over and out.

Big Boss rushes at Snake, firing round after round.

Snake keeps a distance to avoid a head-on confrontation, instead firing his flamethrower from behind cover.

Despite an overwhelming tactical advantage in favor of the opposition, in the end Snake takes Big Boss down.

His entire body engulfed in flames, Big Boss writhes on the ground as he yells out at Snake with his last bit of strength.

BIG BOSS
Snake!!

BIG BOSS
It's not over yet...

BIG BOSS
It's not... over... yet...

BIG BOSS
Snake... Sn... a...

Big Boss's body explodes, leaving not a trace of him behind.

Snake heads through the door to the north that opens.

Reunion with Holly Cutscene

But suddenly, an enemy soldier appears behind Snake.

SOLDIER?
Freeze!

HOLLY
It's OK! It's ME, Snake.

Snake was stopped by Holly, who is disguised as the enemy.

She takes off her disguise and talks to Snake.

SNAKE
Holly?!

HOLLY
Did I scare you?

SNAKE
Whew... that was a close one. So... what's going on? What are you doing here?

HOLLY
You said it yourself. Stay alive, and we'll meet again sometime.

SNAKE
...So I did.

HOLLY
Ugh... that uniform was too tight in the chest... Ahh, I feel much better now.

HOLLY
Here, I stole this gun from the enemy. You can have it.

SNAKE
Yeah... I can see how it'd be hard for a woman to use. Thanks.

HOLLY
...So it's all over now. Right, Snake?

SNAKE
No... I still have one more job to do.

HOLLY
...You can't be serious...

SNAKE
I'm dead serious, Holly.

HOLLY
Snake... no, you can't...

SNAKE
...Heh heh heh. ...You want me to call you a cab?

HOLLY
...Oh my god... That wasn't funny, Snake!

The radio screen appears.

SNAKE
This is Snake. Come in, Charlie.

CHARLIE
This is Charlie. Go ahead, Snake...

SNAKE
I've got the cartridge. I'm ready to return to base. Making my way to the rendezvous point now!

CHARLIE
Roger that. I'll meet you there. ...Any passengers?

SNAKE
...Just one. Blond, with a cute face.

CHARLIE
Sounds like a dream... Over and out.

Done with the call, Snake talks to Holly.

SNAKE
Holly, we've got to run as fast as we can to the rendezvous point. Think you can keep up?

HOLLY
...Is that a proposition, Snake?

SNAKE
I'll take that as a yes.

Snake acquires a Handgun.

Snake leads Holly to the rendezvous point.

Enemies lie in wait to ambush the pair, but Snake uses the gun he got from Holly to take them out as they hurry on.

They take the elevator at the end of the passageway to the surface.

The path through the forest takes them to a clearing.

Pilot Radio Call Cutscene

The radio screen appears, and Snake contacts the pilot.

SNAKE
What the hell is taking you so long? We're going to be here till Christmas!

CHARLIE
This is Charlie. I'm 10 kilometers from the rendezvous point.

CHARLIE
Hold tight a little bit longer! Over and out...

SNAKE
Hurry!!

One after the other, the enemy soldiers that have followed Snake and Holly attack.

With nowhere to hide, all Snake can do is return fire with the Handgun.

Handgun Out of Ammo Cutscene

·Once a certain amount of time has elapsed

The Handgun has run out of ammunition.

SNAKE
Damn it!! I'm out of ammo!

HOLLY
Snake!!

Snake and Holly are surrounded by three enemies who have their weapons pointed at them.

A moment later, machine-gun fire from the air mows them down.

Helicopter rotors come into earshot.

HOLLY
It's the chopper... we're saved!

The radio screen pops up, and Snake calls out to the pilot.

SNAKE
Charlie... you're late!

CHARLIE
Sorry, man. I didn't want to disturb you two lovebirds.

The radio screen closes.

SNAKE
Think we'll be home in time for Christmas?

HOLLY
We'll be home in time for dinner, Snake.

SNAKE
Let's go, then... I'm looking forward to Christmas dinner. I'm sick of these rations.

The screen slowly fades out.

Ending Cutscenes 1 & 2

The helicopter takes off, Snake and Holly aboard.

It flies toward a setting sun, getting smaller and smaller before disappearing entirely.

Roll staff credits.

Ending Cutscene 3

The following message windows appear against a black background.

CAMPBELL
Good work, Snake. Have you thought about... coming back to the unit?

SNAKE
...The nightmares have stopped. I'm a free man now.

CAMPBELL
I see... that's too bad. By the way, about that cartridge... Is it really the one Dr. Marv hid his plans in?

HOLLY
Why don't we open it and find out?

SNAKE
No need for that. The cartridge I brought back is Dr. Marv's, no question about it. Just put it in the MSX.

CAMPBELL
All right... here goes.

The MSX boot-up screen appears.

HOLLY
...Huh? ...Nothing's happening.

CAMPBELL
What on earth... Of course! Snake was right! There's no doubt about it - this is Dr. Marv's cartridge!

HOLLY
What are you talking about? ...I don't see anything.

SNAKE
Here, look closer... Dr. Marv left his signature on it... Right here. It says "KIO MARV."

The "VRAM: 01K" on the boot-up screen can also be read as "KIO: MARV" upside-down.

HOLLY
I see it now! ...It's written backwards.

CAMPBELL
This is going to do the world a lot of good...

SNAKE
Dr. Marv's last performance.

HOLLY
He really loved games, didn't he? From the bottom of his heart.

CAMPBELL
Dr. Marv was entangled in a pointless political game... and it cost him his life.

HOLLY
But... the game he left behind will save us all. Right, Snake?

HOLLY
Snake? ...Where'd he go? Colonel, Snake's gone!

CAMPBELL
...Snake? ...Where's he off to now?

HOLLY
Snake! SNAKE! ...He promised to take me out to dinner. How low can you get?

Ending Cutscene 4

"CAST" appears against a black background, then fades out.

Characters' names and portraits are shown, much like a cast introduction in a film.

Transceiver Conversations

•Campbell

Infiltration Mission Principles

Basic mission actions

CAMPBELL
Fight when you have to fight. Kill when you have to kill. Those are the rules on the battlefield, in a shooting game...Over and out.

CAMPBELL
Your mission is to avoid contact with the enemy, not to eliminate them. Forget everything you've ever seen in action movies...Over and out.

CAMPBELL
Put yourself in the enemy's shoes. Imagine you're the enemy commander, or the game designer, in charge of guarding that area.

CAMPBELL
You might see possibilities you couldn't see before...Over and out.

CAMPBELL
Remember that you won't always be able to procure supplies, and plan accordingly...Over and out.

Actions in specific circumstances

*If a truck is parked nearby

CAMPBELL
Remember, you can crawl under trucks and other objects and hide under them...Over and out.

*If player makes a noise

CAMPBELL
There are two ways for the enemy to find you. One is by sight, the other is by sound.

CAMPBELL
Sound travels about 340 meters per second at room temperature. If the wind is right, it can travel enormous distances.

CAMPBELL
The key is to operate silently. If you make a noise, get ready for a fight immediately...Over and out.

*If player makes a noise

CAMPBELL
Watch out for floors that make noise when you walk. Not even those noise-absorbing boots you're wearing can eliminate footstep noise completely.

CAMPBELL
Crawl to move across those types of floors...Over and out.

*If player makes a noise

CAMPBELL
To make your footsteps quieter, plant your heel first and slowly lower your foot toward the joint of your big toe.

CAMPBELL
That ought to get rid of footstep noise... Or maybe not...Over and out.

*If area is dark

CAMPBELL
In the dark, your sense of sight is useless. Practice using your other senses to detect the enemy's presence...Over and out.

*If area is dark

CAMPBELL
Look for the light switch. It's got to be around there somewhere...Over and out.

*If radar cannot be used

CAMPBELL
Something is creating a jamming signal. Your radar won't work...Over and out.

*If Madnar has been defeated but Gustava's brooch hasn't yet been turned into the key and used to open the locker

CAMPBELL
Gustava's brooch seems to be made out of a memory alloy. Try changing the temperature of the brooch...Over and out.

•Holly

Information on Zanzibar Land

The children

HOLLY
There are lots of children living in Zanzibar Land. They're war orphans, from all over the world…

HOLLY
They're just innocent kids, so they won't hurt you...See ya.

HOLLY
Zanzibar Land is full of children, right?

HOLLY
That means there must be lots of small places for them to crawl in and hide...See ya.

Doors and IC cards

HOLLY
All the doors here are controlled by computer.

HOLLY
They each need a specific IC card to open...See ya.

The underground passageway

HOLLY
It's not in the blueprints, but..

HOLLY
The kids here say the Zanzibar building and the tower building are connected underground...See ya.

Can't talk

HOLLY
This isn't a good time to talk! Call me later, OK?

The Zanzibar Building

*When in the Zanzibar Building

HOLLY
The dust chutes on each floor lead to the trash compactor on floor B2.

HOLLY
You can use them as an escape route, but watch out for that trash compactor...See ya.

*When in the Zanzibar Building

HOLLY
There's a map in the command room that shows the layout of the entire compound.

HOLLY
You should check it out...See ya.

The Tower Building

*When in the Tower Building

HOLLY
The tower building is a military base. It was built so that you can see all of Zanzibar Land from the top...See ya.

The Lost Woods

*When in the Lost Woods

HOLLY
You can't use your compass in the Lost Woods...See ya.

The Detention Camp

*When in the Detention Camp

HOLLY
Not even I can tell you anything about the prison. Sorry! ...See ya.

The location of the Mine Detector

*If player doesn't have the Mine Detector and is in an area with Mines

HOLLY
There's a mine detector on the 3rd floor of the Zanzibar building...See ya.

•Master

Survival Principles

Inner strength and resolve

MASTER
It's not fear itself that makes the difference between a hero and a coward.

MASTER
It's whether you've got the mental fortitude to overcome that fear and get the job done...Over and out.

MASTER
Adversity only makes the human will stronger...Over and out.

MASTER
Whatever happens, don't give up. Do whatever it takes to survive! ...Over and out.

MASTER
Your ability to survive depends on the limits of your mental strength. In the end, it all comes down to your will to live...Over and out.

MASTER
Loneliness is something that seeps into the cracks in your heart. Boredom is what causes those cracks to appear...Over and out.

MASTER
When making decisions on the battlefield, there's no single right answer. Just trust your own judgment...Over and out.

MASTER
You should wait 30 minutes after eating before playing games. The blood flow shifts to your stomach, and your brain doesn't function as quickly.

MASTER
That's when your attention level is at its lowest. So you should wait 30 minutes after eating. before you start playing...Over and out.

MASTER
When faced with a difficult task, just tell yourself, "I can do it," and do it.

MASTER
Imagine how happy you'll be when you succeed. Don't picture the GAME OVER screen, even if you make a mistake.

MASTER
Keep your spirits high, and use the power of positive thinking...Over and out.

MASTER
The more you sweat, the less you'll bleed. The more tears you shed, the fewer GAME OVERs you'll get...Over and out.

Survival techniques

*When in the Desert

MASTER
When replenishing your fluids, you shouldn't drink any more than 100 cc's at a time.

MASTER
When it absorbs fluids, your body burns an amount of energy equal to the temperature difference between your body and the fluid.

MASTER
That's because it has to raise the fluid's temperature to match your body temperature. It also makes your blood thinner, slowing your brain functions.

MASTER
So don't drink too much soda while you're playing...Over and out.

*When in the Desert

MASTER
You can drink your own saliva, but never spit it out.

MASTER
The enemy can tell how tired you are by looking at saliva on the ground or on plants. They can even estimate how long ago you were there.

MASTER
So don't spit in public. It's a dangerous habit...Over and out.

*When the snake has hatched from the Egg

MASTER
You probably already know this, but snakes are a very good source of food.

MASTER
To eat a poisonous snake, cut off the head, take out the internal organs, peel off the skin, and grill the meat.

MASTER
Snakes are full of parasites, so you should cook them thoroughly before eating....Over and out.

*If Snake has caught a cold

MASTER
To cure a sneeze, drink a full glass of water in seven sips, and then hold your breath for four seconds. Try it. It really works!

MASTER
If it doesn't work, take some medicine...Over and out.

*If an infrared sensor is nearby

MASTER
Cigarette smoke allows you to see infrared beams...Over and out.

•Kasler

Information on Bosses

Night Fright

KASLER
Night Fright? Snake, did you just say Night Fright?! You have no idea how much trouble you're in.

KASLER
He's the last surviving member of the Whispers, a legendary guerilla unit. In a jungle fight, he even puts the Green Berets to shame.

KASLER
He's got the latest in camo technology. You can't see him at all. In fact, NOBODY's ever seen him.

KASLER
And that includes me! That's why that call him the "Phantom Assassin."

KASLER
Snake, I think your luck might have just run out...Over and out.

•Jacobsen

Ecology

Codenames

JACOBSEN
Why does FOXHOUND use animals for code names, anyway? Who came up with the idea that animals are so warlike?

JACOBSEN
People, that's who. I just don't get it...Over and out.

The snake's disposition

·When the snake has hatched from the Egg

JACOBSEN
That's probably a type of boa. It's nocturnal and has a gentle disposition. But it's a snake, and snakes love to eat. It'll eat just about anything.

JACOBSEN
I bet it'd love to eat your rations. Better get rid of it quick. Use the button to let it go.

JACOBSEN
When the snake reaches the egg's shell, let it go...Over an out.

•Madnar

Time-related

Gustava

*If player has heard about Gustava from Madnar but hasn't yet met her

MADNAR
Gustava is a woman. Why not set up an ambush someplace that only a woman would go? Like the ladies' restroom...Over and out.

Dr. Marv

*If player hasn't yet called Marv

Unknown
Snake, have you found Marv yet? ...I don't know how long he can hold out. You have to hurry! ...Over and out.